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ISSUE #24

MAR '95

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BUT IS IT TRUE???

Right folks this is issue number 24 of this esteemed mag (you know the one you happen to be reading right at this very moment). This means that we're practically two years old! But what are going to do about it?

Well I've decided that we should introduce you to some of the people in the imprint (that's the panel that runs down the left hand side of this page with everybody's names and what they're supposed to do).

Then because we're really nice we've decided to let one of our lucky readers win the original artwork for one of our covers. All you have to do is draw us a picture or write us a story about what you think really goes on here.

Then, of course we have our real second birthday issue coming up! What are we going to do? What are we going to be doing in our third year? Will the Virtual Boy be released here? When will the Ultra 64 finally reach our shores? Will it blow away the competition?

But what about the really important questions??? Will we really start a fishing column in NMS? Will I eventually track down the the culprit behind my stay at Camp Slob? Will Andrew ever have more than 3mm of hair on his scalp?

Illustration by Derek The Drop-Bear

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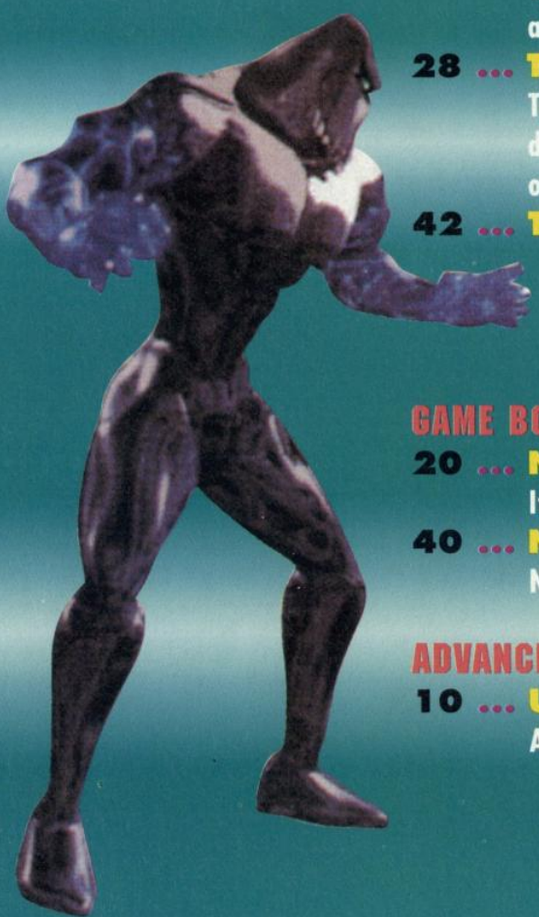
10 ... **ULTIMATE PARODIUS**
At last! A sequel to one of the most warped shooters around.



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52 ... Q&A
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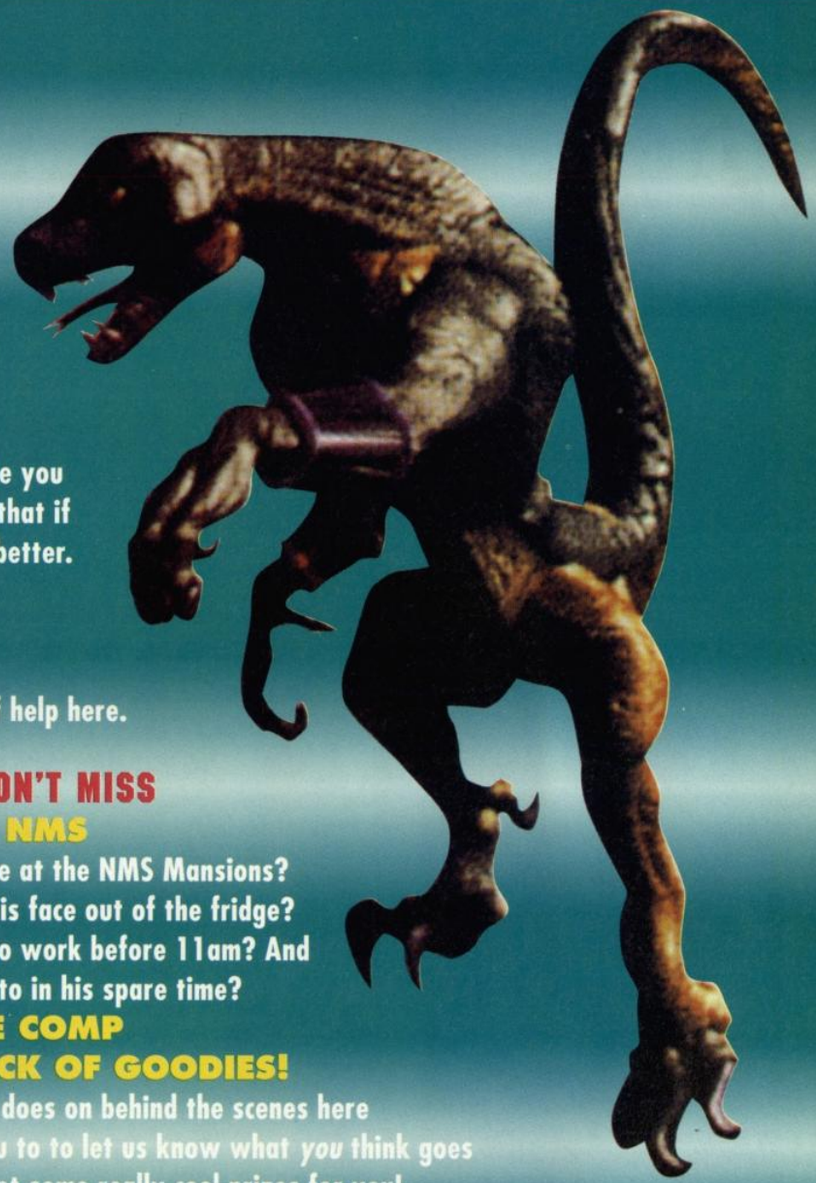

OTHER ESSENTIAL BITS THAT YOU SHOULDN'T MISS

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49 ... AMOS WONG DARTBOARD
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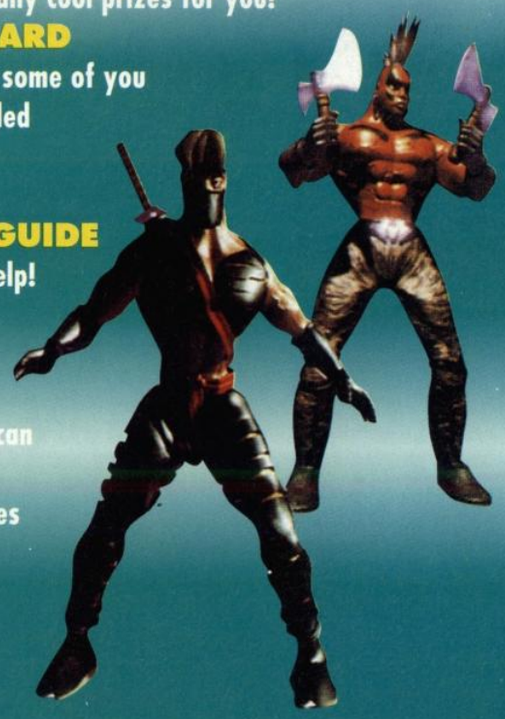
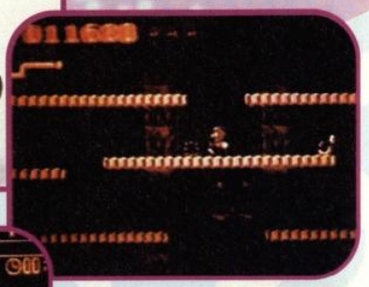
62 ... DONKEY KONG COUNTRY PLAYER'S GUIDE PART 3
Sometimes we're amazed that you can actually get the games out of the box! Alright so here are some more bits and pieces to help you with DKC.



NINTENDO NEWS NETWORK

CES POOL

The original Mario Bros. returns, with 3D backgrounds!



January's Las Vegas Consumer Electronics Show was held in January in Las Vegas. Unfortunately, there wasn't a great deal happening, which is why we're spinning out this incredibly long-winded and uninformative first paragraph. There, that should do it. Now, about the show.

Those who went there hoping to see loads of cool Super NES titles were sorely disappointed, for when they got there, the cupboard was bare. Everyone is waiting for the Ultra 64 but, despite the ever growing list of developers, nothing that contained both 64 bits and the Nintendo logo was to be seen. The Virtual Boy made another appearance and one of only two third party developers signed up for it is THQ, which is obviously excited at the prospect of presenting its platform games in red and black.

Telero Boxer is the most promising title yet.

NINTENDO RELEASE AHOY!

Following the CES, Nintendo Australia has put together a release schedule which should bring a few smiles to the faces of game-starved players across Australia. At the top of the list is the long, long awaited **Super International Cricket** from Beam Software, which will be released (finally!) this month. We can't wait, and we know you can't either so we'll try and organise a review or something for next month.

Starwing 2 is due out in June or July, but at the time of writing this we still couldn't find any solid info on it other than that it is expected to be a two player simultaneous blaster with a 360° play field and will incorporate the faster FX II chip.

RPG fans look alive, for Illusion Of Gaia, reviewed in January, will be released mid year retitled as **Illusion Of Time**. Also on the way to the Super NES is **Super Pinball** (which should be out now) and **Uniracers** (retitled Unirally and expected mid year). The threat of (more) harassment from Mary obviously got someone at Nintendo worried!

On the Game Boy front look out for **Donkey Kong Land**, **Megaman** and **Double Dragon** in March, with **Kirby's Dreamland 2** and **Mario's PicCross** (sort of like Battleship) to follow later in the year.

Oh, we almost forgot to tell you that a version of **Donkey Kong**

Colour Game Boy!

NEWS

Everyone wants a colour Game Boy and, finally, Nintendo appears to have listened to your demands. Sort of. Yes, there are now colour Game Boys, but your games will still be seen in only four shades of monotone grey. What are we talking about? Look at the pics fool! Yep, be the centre of envy with your stylish new Game Boy, in your choice of black, red, yellow or clear! There's absolutely no technical difference between these and regular Game Boys, but being somewhat limited in edition should make them prized possessions among Nintendo bandits everywhere. They will be available around now for $99.95 and this includes a clear perspex storage case to provide maximum pose value when you're not playing.

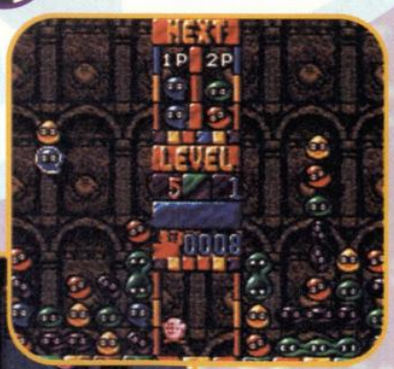
KIRBY NEWS NETWORK

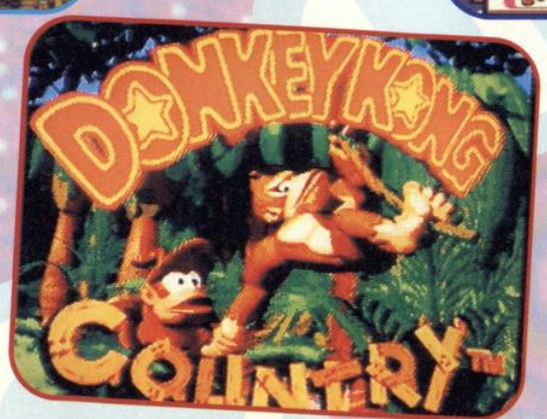
The Wonderful Pink One, Kirby to his friends, is set to appear once again on the Game Boy in his second small screen adventure. He returns, Super Enhanced, with many new-found abilities and can even get help from his many animal friends. **Kirby's Dreamland 2** is released this March in Japan and we should see Kirby's Dreamhouse 2 officially in the middle of the year.

Remember **Kirby's Tee Shot** we told you about? It's been renamed **Kirby's Dream Course** and will also be released officially mid year, so two player Kirby mayhem will be within your grasp soon. Hooray! Look out for a review in the next few months.

In other Kirby-related news, Hal Laboratories, Banpresto and Nintendo are teaming up to revamp one of last year's most popular Japanese puzzle games. Banpresto's Super Puyo Puyo is having the little ninji character replaced with Kirby and will be renamed **Kirby's Avalanche** for the US market. The game is, more or less, a Tetris clone and not a bad one at that. Little coloured blobs fall down the screen in pairs and your job is to join up groups of four of the same colour. There is also a two player mode which provides hours of entertainment, although after watching the screen for a while one tends to start seeing the little coloured blobs everywhere, even when your eyes are closed!

Country with five extra levels is in the works, but information on this strange development is scarce and we can't figure for the life of us as to why this is happening. What is Nintendo playing at?!





NEWS

do whatever a spider can

Comics and cartoons are definitely back in vogue, and the latest super hero of yesterday to get the revival treatment is none other than Spiderman. As well as the big budget James "*T2*" Cameron movie currently in the works, Spidey is returning to television in an all new animated series. Much like Batman and his animated series, Spiderman: The Animated Series boasts slick, computer aided visuals and a new, tougher image for the aging web slinger. And, of course, a new video game is on the way.

Not surprisingly, the game is a web-slinging scrolling beat 'em up and in it Peter Parker's alter ego squares off against all his best mates including Hobgoblin, Doc Octopus, Rhino, Lizard and, as the final boss, that mean and nasty Venom. They're a bad bunch, make no mistake, but Spidey isn't scared cause he's got new super arachnid powers which will send evil doers everywhere crawling under their beds in terror. Find a bonus radioactive capsule and Spidey strips down butt naked and chants out "By the power of Greyskull, I am Hyper Spiderman!" This unnatural act, if it doesn't get him locked up by the local authorities, transforms him into a white Spiderman with even more strength and super abilities. Acclaim is handling the game, which is being developed by Marvel Software, and Metro Games will be releasing it in Australia sometime soonish.

SOUND IMPROVEMENT

Music has always come second place to graphics in video games, but a company called NuReality is hoping to change this with its new Vivid 3D sound enhancement system. Based on SRS (Sound Retrieval System) hardware, created by SRS Labs, the Vivid 3D device sits in-line between your Super NES (or PC, or CD player, etc...) and the amplifier or mini speakers and turns the mono or stereo signal into full three dimensional sound, similar to the sound you get from a full surround sound system. It works by selectively modifying frequencies to give them depth, in effect placing them in a position in the room. And the best thing is that it works with only two speakers, providing a viable alternative to the expensive surround sound setups available in specialist hi-fi stores. The effect has to be heard to be believed, but it really is a vast improvement, even when played through those tinny little battery powered speakers. The NuReality unit comes in two models, the Vivid 3D and the Vivid 3D Plus which has extra controls to vary the perceived depth and width of the sound. The prices are $AUS169 and $AUS199 respectively and for your local stockist call (03) 597 0344 in Australia or (09) 525 3640 for NZ.

Will Sonya return?

Will Kano be back? What about Rayden?

NEWS

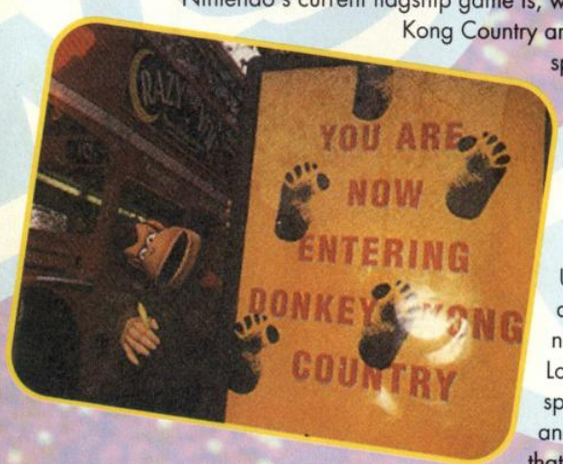
MORTAL KOMBAT III

Yes, yes, we know that's all you lot want to hear about, but details have been scarce. There has, however, been loads of rumours regarding the next raspberry jam-filled instalment and here we are going to present more unconfirmed speculation. The Midway coin-op version is expected out very soon, if it isn't already in the arcades by the time you read this. Sonya and Kano are expected to return, as is Shao Kahn, Goro and Kung Lao. No doubt a few of the ninjas will be there, with Smoke being a playable possibility, and we wouldn't be surprised to see Jade and her twisted sisters included as well. The home versions will be released towards the end of the year, most likely on a Mortal Monday. Which home systems it appears on has been the subject of much discussion, with an exclusive Ultra 64 version being mooted, although we've also heard that it will be released exclusively on the Playstation. Our money lies on it being released on every format imaginable, from Game Boy to the Ultra 64, as well as on Sega systems, Sony's new baby and the Super NES. After all, a game with as big a name as Mortal Kombat is going to make a lot of money, and do you really thing Midway will knock back the chance of making a few extra million? Anyway, that's it for now, and we'll tell you more about it when we have some solid facts to go on.

Whoever turns up, know that MKIII will contain even more Death, Suffering and Violence. Skull can't wait!

barmy pom alert!

Nintendo's current flagship game is, without a doubt, Donkey Kong Country and the big N has been spending millions of dollars around the world making sure that everyone knows about it. However, as well as the regular forms of advertising such as TV ads and stuff, Nintendo UK has taken to the streets and has commandeered a number of bus stops around London, fitting them with speakers which emit gorilla and jungle noises. Not only that, but when you get off the bus you may be accosted by Donkey Kong himself! No doubt he's waiting to ambush old grannies with shopping bags full of freshly purchased bananas, and citizens have been advised to hand them over quietly and not to make any sudden moves. Such simian terrorist tactics will not be seen in Australia. We hope.



A GROVELLING APOLOGY

It's true, Mary has been suitably cowed for daring to use the image of Godzilla without the express permission of the copyright holders, Toho International Co. Ltd.

She has now seen the error of her ways and has promised to never use a picture of her favourite dino-babe Godzilla without the okay of Toho.

She extends all her apologies to Toho International and will never again use Godzilla without their permission.

POCKET LOCKER COMPETITION

Many people who entered this comp didn't spend enough time reading the fine print. It says that the judge's decision is final and in this case the judge was Mary so the people who said that they'd invite her to their party so she could vacuum DID NOT WIN. However these people did: Daniel Bennett, Frankston Vic; Debbie Clark, Warrnambool Vic; Kirsten Perry, Bacchus Marsh Vic; Simon Pastega, Mackay Qld; Danielle Zika, Palmerston NZ.

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTIMATE PARODIUS

Cripes knows what they put in that there tea at Konami design headquarters in Japan, but one thing's for certain, it does the job when it comes to thinking up the most fantastical and frenetical creatures known to Super NES gaming. The original Parodius raked in gamers like nothing before, attracting them with an ironic approach to shoot 'em up design and storming gameplay. Now past its second birthday, Konami have seen fit to send the sequel winging its way to our shores sooner than later. Stacked high with surreal absurdity that would put even Salvador Dali to shame, Ultimate Parodius boasts nine mind-blowing levels of high octane blasting action. Clue yourself up on the 'ultimate' preview.

MAY THE PARODIUS BE WITH

(ABOVE) A huge mechanical road works machine is the end-of-level guardian on the fourth stage ' Road Signs'.

NINE MAD STAGE

(ABOVE) Exclusive to the Super NES are three new characters to select or six in two player mode. Whilst the baby is a bit obscure most of you will recognise the Ninja warriors Kid Ying and Dr. Yang!

WEIRD OUT!

The paltry selection of four characters in the original Parodius has now been well and truly surpassed by an outstanding 11 in this latest version. From the original game, survive Vic Viper, Twinbee, Octopus, and Pentarou. But new to the Super NES are Hikaru the Bubble Girl, Mambo the Fish, Michael the Cherub Pig, Koitsu the Matchstick man and Babyface. What's more stars of other Konami games are set to make guest appearances with the likes of Kid Dracula and Goemon warrior getting in on the scene. When in two player mode the number of ships double presenting new attributes and variations on the partner ship. In the power-up stakes, each character has seven power-up possibilities ranging from the traditional speed up to the Oh My God! – a random, and all-beating spread attack.

TAKE TO THE SKIES

MATE DUS

SUPER [illegible] IN PROGRESS

(ABOVE) Porky Pigs missiles should get you through the 'Disco' stage no probs.

EXCLUSIVE FIRST LOOK

OU!!

'S OF PURE PARODY!!

(ABOVE) Giant Panda yesterday...

BIG, BAD AND MAD

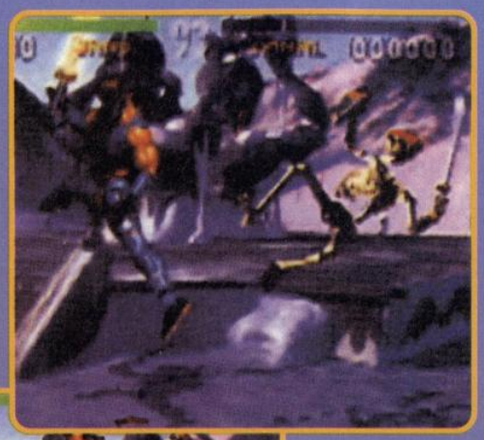
It's undeniable that the bosses from the original version were groundbreaking in their design and blatant weirdness, so it comes as no surprise to see some of the strangest beasts grace the Ultimate version. With a combination of excellence in design and complete suspension of disbelief, the game designers at Konami headquarters have pulled out all of the stops to generate some weird happenings.

WITH 11 CRAZY CHARACTERS!!

REVIEW

Nintendo 64 ULTRA

Street Fighter II and Mortal Kombat have pushed the boundaries of beat 'em ups further than anyone thought and made that genre one of the most popular to date. So what can you do to top them? Midway has taken the best characteristics from both of those classics and combined them with the latest in graphics technology. The result is one of the best looking arcade games to date which, if the hype holds true, will be coming to your home this year!



CART SPEC

- **BY:** MIDWAY
- **GAME TYPE:** BEAT 'EM UP

GAME FEATURES

- **NO. OF PLAYERS:** 1 or 2
- **HEAD TO HEAD:** Yes
- **CONTINUES:** How many coins in your pocket?
- **OPTIONS:** Not in the arcade version

GAME INFO

- **GAME ORIGIN:** The first beat 'em up for the Ultra 64, inspired by other fighting games such as Street Fighter II and Mortal Kombat.
- **GAME DIFFICULTY:** Medium
- **SCORE TO BEAT:** Reach the final boss without losing a life.
- **ALTERNATIVES:** Super SFII Turbo, MKII, King of Fighters '94, Samurai Shodown II, etc...

GAME CONTROL

- **CONTROL:** Joystick and six attack buttons.
- **RESPONSIVENESS:** Pretty Good

GAME CREDITS

- **DEVELOPED BY:** RAREWARE
- **DISTRIBUTED BY:** LAI
- **MADE IN:** UK

KILLER COMBOS

As you are no doubt already aware, one of the main features of Killer Instinct are the amazing combos which can executed. The fighter's attacks are designed to flow into each other and many of the special moves will strike an opponent several times, opening the way for combos of over twenty hits!

The six buttons are set out the same way as for Street Fighter II, with a light, medium and heavy punch along the top row and light, medium and heavy kicks along the bottom. The joystick does what you'd expect, with Up initiating jumps and Back causing your character to block. To facilitate the combos is a newly introduced attack system whereby two consecutive hits automatically gives you a third without you having to press any other buttons! This allows you to string together a series of combos which can (hopefully) result in a Killer 12 or Ultra 22 hit combo. Now that's power!

Naturally, each character has his or her set of special moves, as well as a couple of finishing moves. Previously unseen in other fighting games is the ability for players caught up in a combo to escape with a 'breaker' move, and there is also a way for each fighter to "return from the dead", so to speak, restoring just enough energy to keep them on their feet and have the chance of a come back.

Killer Instinct was reviewed courtesy of Timezone and is distributed exclsively by Leisure And Allied Industries.

REVIEW

KILLER INSTINCT

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Better than anything else in the arcades or at home! Highly detailed characters and realistic backgrounds.

96

SOUND

▲ Each stage has distinctive score to it and the sound effects are suitably brutal.

92

PLAYABILITY

▲ Improves on the standard beat 'em ups with the combo bonuses.
▼ No game speed setting and the 'feel' isn't as sharp as SFII

90

LASTABILITY

▲ Like any good two player game, there is always a challenge in fighting someone else. You'll always be striving for that 20+ hit combo.
▼ Like any game, you'll soon learn the computer's attack patterns.

85

OVERALL

A high quality Street Fighter clone with very nice graphics. Better than most games of this sort.

91

BETTER THAN SFII???

Killer Instinct is obviously going to be compared to the other big name arcade beat 'em ups. It borrows heavily from the Street Fighter II series, as well as from Midway's own Mortal Kombat and, fortunately, it's the best bits from both which have been copied. The fluidity and sharpness of SFII hasn't quite been matched, but the influence is clearly there, with the classic quarter circle and punch fireball and dragon-punch style uppercut being featured by a number of the fighters. The MK-style fatalities and humiliations are fun and will no doubt keep players thoroughly occupied trying to discover and successfully perform them, but the 'one more chance' factor of the recovery move adds a new angle to the game. But how will it fare against SFIII and MKIII?

COMMENT

ANDREW

There are dozens of one on one beat 'em ups out, but most of them are just sad attempts at cashing in on Street Fighter II. Only some of SNK's games, such as Samurai Shodown, have really come close. So how does Killer Instinct fare? Well, it's pretty good. Overall it's a bit too slow and the characters seem to float a bit when they jump. The graphics are great - highly detailed and well animated - but contact between characters is somewhat uncertain as the point of impact seems to be lost sometimes in the flurry of animations and you aren't always certain if you've hit or been blocked.

I like Killer Instinct, although it doesn't break any new ground playability-wise, the stunning graphics combined with the solid gameplay create a decent beat 'em up which can hold its head up with the best of them. It's on my Ultra 64 shopping list.

REVIEW

Nintendo 64 ULTRA

Cruis'n USA

CART SPEC
- BY: MIDWAY
- GAME TYPE: DRIVING

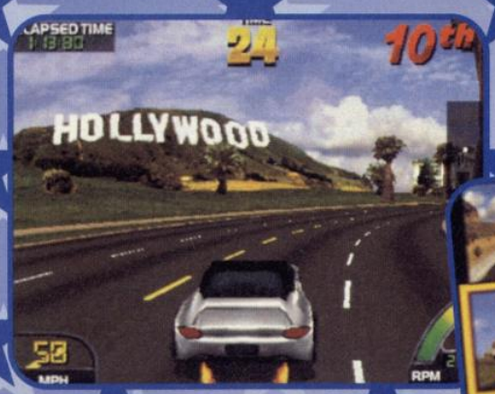
GAME FEATURES
- NO. OF PLAYERS: 1
- HEAD TO HEAD: Coming soon
- CONTINUES: They'll cost ya!
- OPTIONS: Transmission type

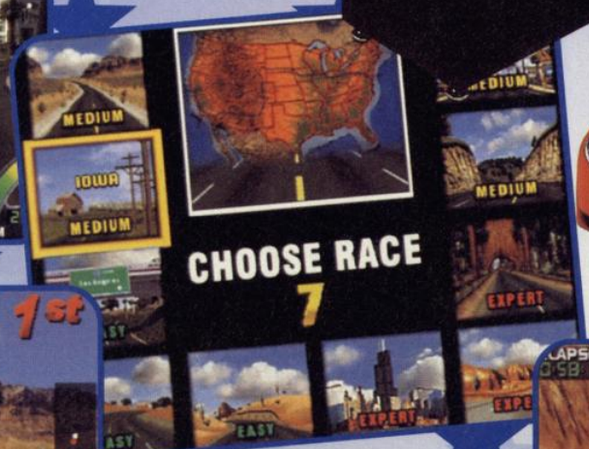
GAME INFO
- GAME ORIGIN: A new driving game designed to take avantage of the texture mapping capabilities of the Ultra 64 hardware.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Win four races in a row.
- ALTERNATIVES: Out Run, Daytona, Ace Driving Ridge Racer!

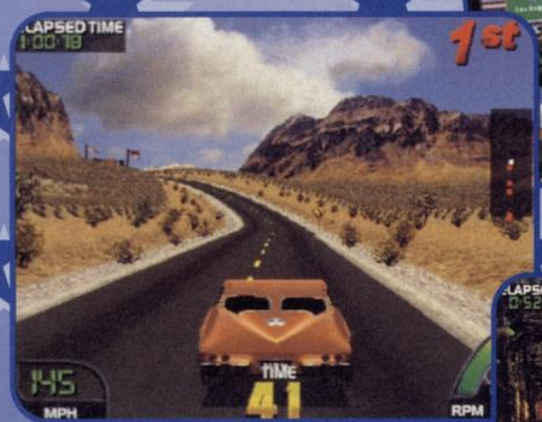
GAME CONTROL
- CONTROL: Steering wheel, brake and accelerator.
- RESPONSIVENESS: The steering wheel is too light.

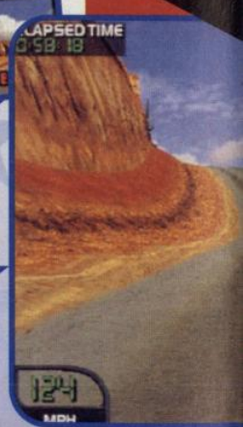
GAME CREDITS
- DEVELOPED BY: MIDWAY
- DISTRIBUTED BY: LAI
- MADE IN: USA

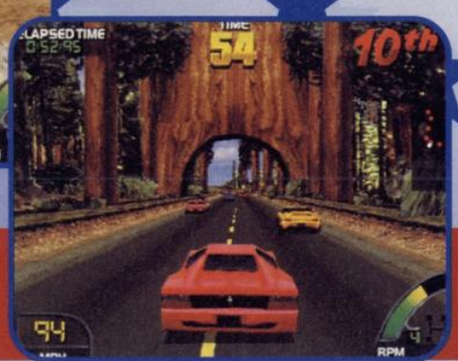
Ever dreamt of burning down a highway in a fast car? The designers of Cruis'n USA obviously have because this game features over a dozen of the gnarliest highways from across America! You get to race down them as fast as you can in your choice of four hot sports cars (or three unlikely vehicles thanks to a cheat). There's no rules, you can drive on any side of the road you want and you don't have to worry about cleaning up or filling in messy insurance forms when you crash - just drive your way through everyone else! Let's go!











HIDDEN EXTRAS

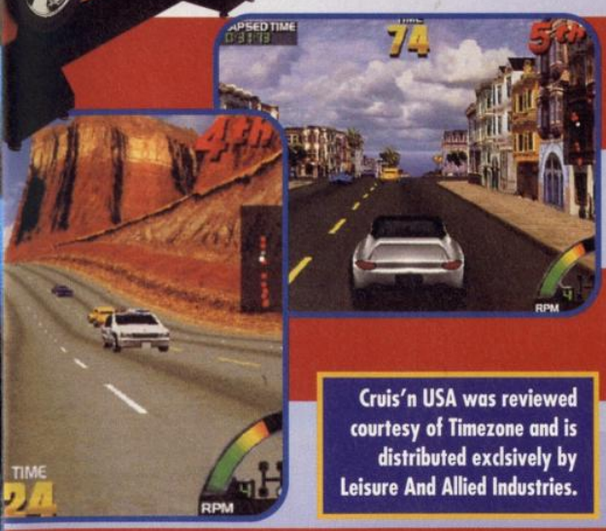
Midway's games are well known for the cheats they often contain, and Cruis'n USA is no exception. There are three new cars and three new highways to race on!

The new highways are: The Golden Gate Bridge in place of Highway 280 - hold one and two on the course select screen. Indiana instead of Beverly Hills - hold one and three. San Francisco instead of Mt Rushmore - hold two and three.

The three new cars are a Jeep which loses no speed off-road, a school bus which ploughs through everything and a cop car. To select them, simply hold the view two button while in the garage.

CRUIS'N USA

REVIEW



Cruis'n USA was reviewed courtesy of Timezone and is distributed exclsively by Leisure And Allied Industries.

BREAKDOWN

LONG-TERM INTEREST

GRAPHICS

▲ Highly detailed texture mapping creates a very realistic environment.
▼ Slow compared to other games and the animation is a bit jerky at times.

88

SOUND

▲ Nice engine noises emanate from speakers in the seat and the collisions have a solid sound and feel.

84

PLAYABILITY

▲ Despite the slow graphics, the impression of speed is conveyed well, although the emphasis is on quick reactions rather than actual driving skill.
▼ The steering is way too light.

75

LASTABILITY

▲ Secret cars and courses add interest and finishing the whole game takes some doing.
▼ The courses are repetitive, with similar layouts for each - straight, turn, straight, turn, etc...

68

OVERALL

Impressive looking, but lacking in gameplay. Worth a go, but don't expect a 'real' driving game.

76

COMMENT

ANDREW

I had high hopes for Cruis'n USA when it was first announced, but having played the game I am rather disappointed. Instead of using polygons to create a 'solid' 3D race track as in Daytona and Ridge Racer, Cruis'n USA plays more like sprite based games such as Outrun. Basically, the gameplay consists of 'go straight, avoid the oncoming traffic, negotiate the blind turn, go straight, avoid the oncoming traffic, negotiate the blind turn, etc...' There aren't any tricky series of turns like in Daytona and you can't slide the back out like you can in Ridge Racer, so the actual racing is pretty boring. Only the graphics really save it from being ignored in the arcades as there isn't any room to improve your driving technique, not that there is much technique to master at all - the first time I played I finished second and that was more to do with not hitting anything in the last section than good driving. The full motion simulation cabinet is quite fun and it gives you a good feeling of what the car is doing, although the control over the cars is way too loose. All the machines I've seen have badly positioned seats and the gear stick seems to have been placed without any thought as to where the driver's hands are. Cruis'n USA may well prove to be better suited to the home version of the Ultra 64, especially if a two player mode is included.

I'M GONNA BE SICK!

The deluxe Cruis'n USA cabinet is one of the most realistic driving simulators ever. Every physical aspect of driving a real car is conveyed through the hydraulic suspension, so you get thrown around as you would in a real car. Sideswipe another car and you'll be rocked from side to side, hug the inside of a tight turn and you'll feel the G forces trying to throw you out! The deluxe cabinet also relays the vibrations you would expect to feel in a real car and the thundering engine noises reverberate through your body as though you're sitting directly above the motor!

Pics supplied by Leisure And Allied Industries

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: VIRGIN
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: STRATEGY
- CART SIZE: 16 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Limitless
- OPTIONS: Mono/ Stereo

GAME INFO

- GAME ORIGIN: Based upon the top-selling Amiga classic of the same name
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Ensure Jools is never lost in action
- ALTERNATIVES: Power Monger, Syndicate

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Very Good

X — Nothing

A — Direct soldiers

B — Fire

Y — Map access

L/R — L: Nothing
R: Nothing

S — Start: Options
Select: Access inventory

GAME CREDITS

- DEVELOPED BY: SENSIBLE
- DISTRIBUTED BY: VIRGIN
- MADE IN: UK
- ARTWORK: © 1994 SENSIBLE

CA FO

Hands up anyone who's jealous of Frank. Frank; you know - that bloke on the telly who's seen skiing, parachuting and driving chunky tanks about like it's a game of Mario Kart, then gets to stroll along some exotic coastline with a classy chick? Okay, now hands down all those who are still envious in the knowledge Frank's probably going to get shot. Lawks, that's still quite a few. What, are you crazy!

Virgin have signed up a promising new recruit named Cannon Fodder, and though you never get to play as Frank - at least we haven't come across him yet - there's plenty more Gung Ho civilians volunteering their services for Global Warfare. For the player this entails leading troops of miniature soldiers into battle, directing them with joypad or mouse, blasting the living daylights out of enemy troops with machine guns, grenades and rockets. While they're about their business soldiers enjoy rides in helicopters, jeeps and tanks.

So, you don't need to be Frank to play at soldiers in this game; though honest-to-goodness skill is a quality definitely worth investing in to survive.

(ABOVE) This way fellers; just follow the arrow. THE ARROW! Look, it's the size of a flinkin' tank godammit!

RUN AND GUN

As preparation for the trials ahead players are given the briefest of briefings then immediately launched into their first mission. This isn't so bad as Cannon Fodder is a surprisingly easy game to get the hang of. Soldiers are directed by having them follow the movements of an arrow-shaped cursor with one button whilst keeping the finger on the trigger for endless rounds of machine-gun fire with another. In no time at all your men are seen to dash from one form of cover to another, spraying the enemy Rambo styly, all the while on the look out for the next best course of action. It's very cool!

(ABOVE) Nyaah! Thought they could outsmart us with their trip wire, huh! Not ruddy likely. Damn gooks!

PULLING RANK

In recognition of valour or even just an uncanny knack for self preservation, squadies are duly rewarded with promotion. The higher ranking a soldier becomes the more the player can depend on his performance, demonstrated through accuracy, intelligence and speed. At first differences between novice and advanced professionalise is marginal, but the effect of loosing an expert when situations are tighter is devastating. It's like losing a friend!

HAVE YOUR AP

ANNON ODDER

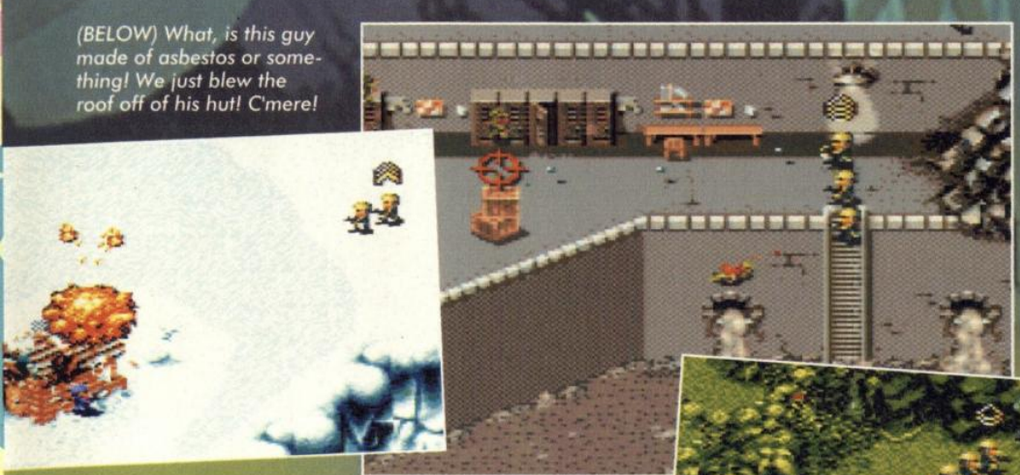
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(ABOVE) I told you to keep an eye on that chip pan!!!

(ABOVE) Raaaagh! Waaaagh! Ureeaaargh! Mo-o-th-e-e-er!

(BELOW) What, is this guy made of asbestos or something! We just blew the roof off of his hut! C'mere!

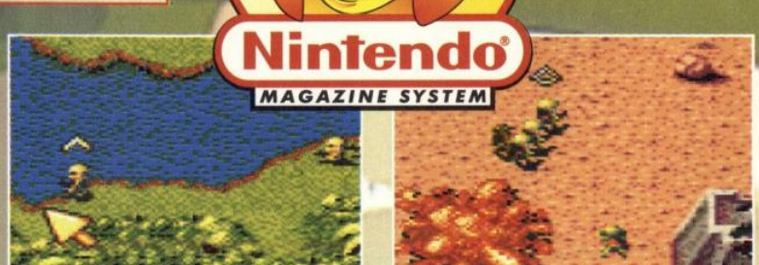


UNITED WE STAND

Machine guns are all very well, but there comes a time, quite early on in fact, when more convincing firepower is needed. Enemy huts only blow their roofs when tackled by a grenade, and just watch those enemy platoons disperse given the choice between that and chewing on a missile like it's a joke cigar - only with a bigger bang! The problem with projectiles is they are largely restricted for use in open areas: Lobbing a grenade or firing a rocket when enclosed by foliage or a building of some kind is suicide.

SEAL OF QUALITY

Nintendo MAGAZINE SYSTEM



(ABOVE) Just in case you didn't realise by looking at the rest of the pictures in this review, missions in Cannon Fodder take place in a variety of environments. Like all good ice levels the soldiers slip and slide around, which is always nice to know.

COMMENT

ANDY

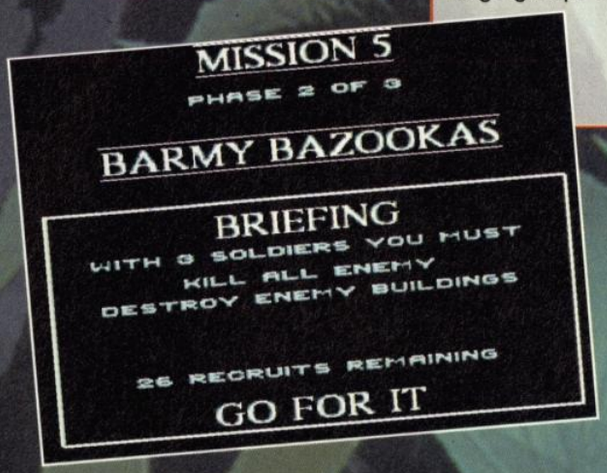
A couple of levels is all it took for me to become hooked on this great title. Sure the graphics are titchy and, on the whole, a bit bland. Neither is the sound anything to to jump up and down about. Nope, what this game majors on in a very large way is good old meat-and-potatoes gameplay. Call it whatever you like but there's something intrinsically satisfying about leading a squad of little blokes around blasting the seven living shades out of legions of other little blokes or, better still, only injuring them and watching them roll around in agony whilst blood spurts from their tiny wounds. Ace! Real skill is needed too as, in later levels, the challenge becomes almost ridiculous and incorrect placement of your teeny platoon could mean an unwelcome bazooka up their collective kilts. Don't worry about the political incorrectness of this game, do like me and sign up now.

OCALYPSE NOW!!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

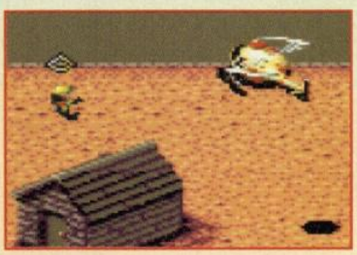
DIVIDED...?

The briefings before each mission dictate that a certain amount of men are required to undertake a specific task. However it isn't always wise to have everybody stick together for the purpose, especially when there are platoons of five or more involved. Lines of troopers snaking their way through the undergrowth may look imposing but they're an easy target, which is why it's best to split large groups into more manageable units. So long as an officer is assigned to each squad of rookies there's the chance of heroes being made. Careful not to leave unattended squads out in the open for long though; this is what's known as 'asking for it'.



MAKING TRACKS

Having taken full advantage of every trainng course the army has to offer, your soldiers all possess a driver's license. So there's no danger of them being sent to jail for unlawful driving of jeeps, tanks and skiddos or anything. Smart!



(ABOVE) Helicopters are used to carry out rescue missions. Can't shoot anyone but you can land on 'em!

(ABOVE) Climb into a gun turret and blast away!

(ABOVE) The first time the men have a run in with a jeep they get run over! There endeth a vital lesson.

(ABOVE) Skiddery-do-daah, skiddery-ay! Skiddooooo!

(ABOVE) Naah man, this ain't your ordinary tank. It's a Snow Tank.

(ABOVE) Ooh. Do you think he'll live? This is a tank by the way.

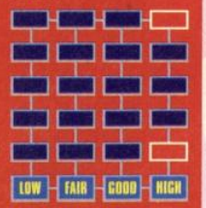
COMMENT

PAUL

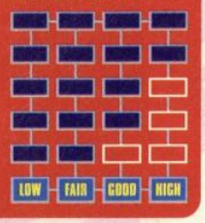
It won't make you gasp in amazement, nor will it keep you awake at night, but playing Cannon Fodder is a gripping experience. As a small gesture of kindness, almost patronisingly so, the first few missions are very simple to complete: with two men the brief is to waste three novice gooks. From Mission 5 onwards the going gets very tough: three men are required to tackle several platoons armed with rocket launchers and grenades! So, in a very short time, concentration levels soar from happily attentive to maniacally obsessive where one slight lapse results in complete disaster. A large part of the tension comes from wanting to protect soldiers whose skills have been nurtured to an undisposable degree - they're not just useful; it's like they're your mates and there's nothing more annoying than watching them fall through carelessness. Thankfully the comic element included helps to alleviate the pain of failure, as does the wonderful if dark feeling of satisfaction gained from mowing down enemy troopers. Playing Cannon Fodder to any degree of skill requires time and patience, but the rewards are worth the effort. The only problem is there's no competitive two player option which would have improved things no end.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST



GRAPHICS — 91

▲ Lots of variation and small detail helps maintain interest. Always clear to see what's going on.

▼ Incredibly small sprites and no big surprises.

SOUND — 82

▲ Great, 'throaty' gunfire noises. Hilarious fanfares.

▼ Music is not to be taken seriously here!

PLAYABILITY — 92

▲ Instinctive as heck. Even the most complex of commands are issued effortlessly.

▼ Sometimes the soldiers don't respond quick enough, or dither about in a frustrating fashion.

LASTABILITY — 86

▲ Around 100 missions of increasing difficulty. Imagine that! Also there is a strong attraction to make improved repeat performances.

OVERALL — 91

Gutsy and gruesomely good fun. As massive an adrenalin rush as a hardened blastamaniac could wish for!

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REVIEW
GAME BOY

CART SPEC
- BY: ACCLAIM
- RRP: $59.95
- RELEASE: OUT NOW
- GAME TYPE: B-BALL
- CART SIZE: 2 MBIT

GAME FEATURES
- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: Timer speed, drone difficulty, tag mode, etc...

GAME INFO
- GAME ORIGIN: Game Boy version of Midway's arcade hit.
- GAME DIFFICULTY: Average
- SCORE TO BEAT: That of the other team.
- ALTERNATIVES: This ia about the only basketball game on the Game Boy worth looking at.

GAME CONTROL
- CONTROL: The thumb on your left hand
- RESPONSIVENESS: Good

A — Pass

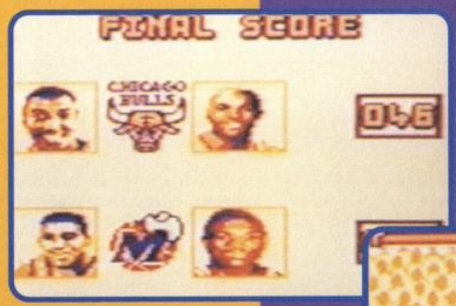
B — Shoot

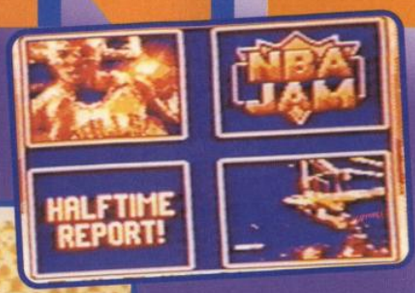
S — START: Starts and pauses

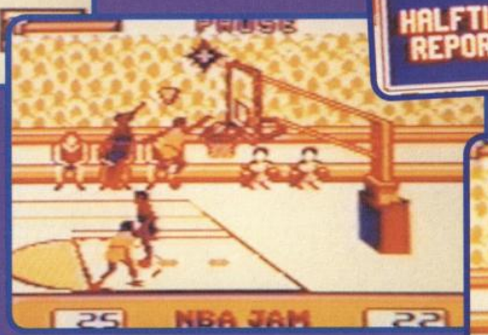
S — SELECT: Nothing

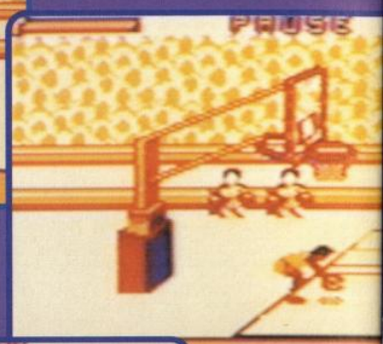
GAME CREDITS
- DEVELOPED BY: BEAM
- DISTRIBUTED BY: METRO
- MADE IN: AUSTRALIA
- ARTWORK: ©1993 MIDWAY

Run, shoot, slam! Rejoice! Rejoice! The baddest basketball game of all time has finally made it to the Game Boy. And surprisingly, the translation to the 8 bit format has done little to detract from the sort of fast-moving action that has enthralled Super NES owners around the world.



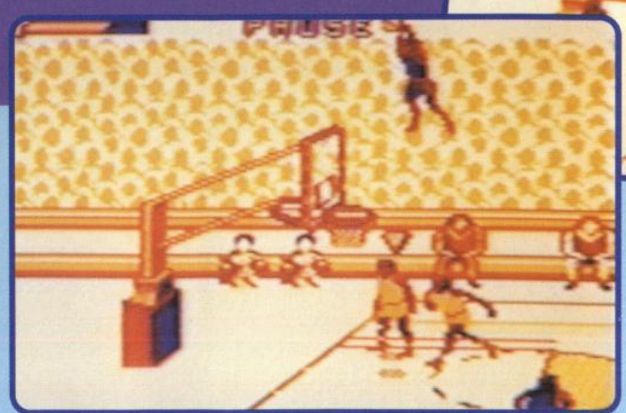




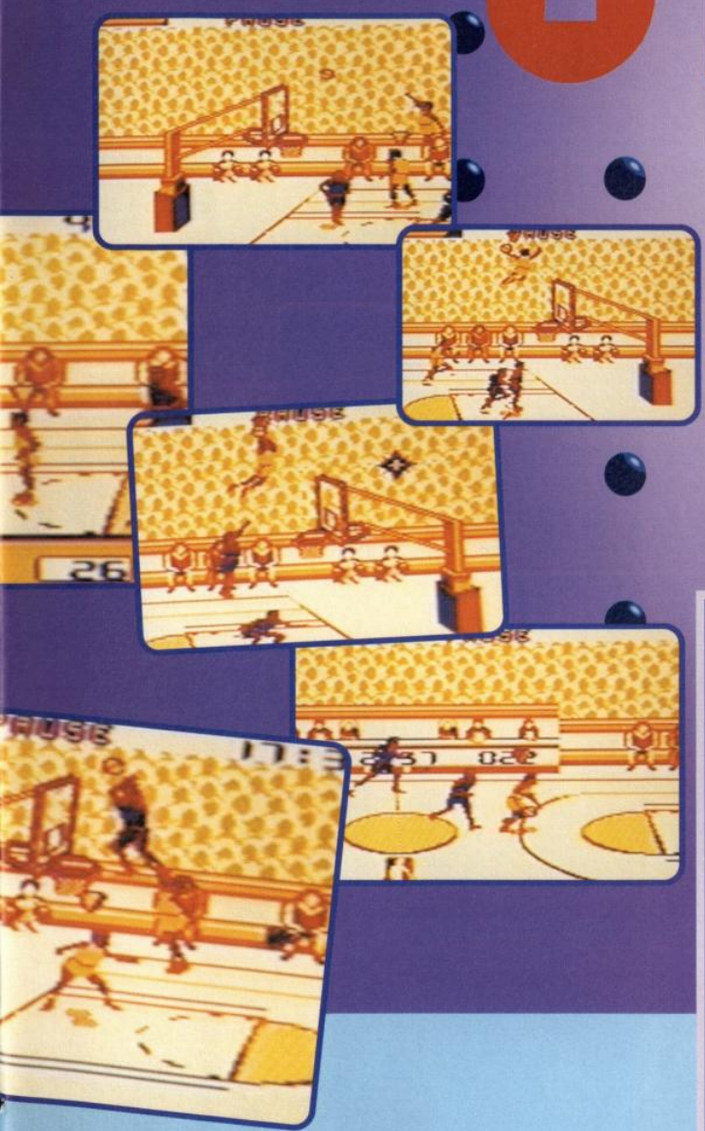


JAM AND SLAM AGAIN!

I won't insult your intelligence by telling you how to play the game, suffice to say it's just as fast and furious as the original. Right from the title screen to the final whistle you have that NBA Jam feeling, on a smaller scale, of course. Check out your options to set your Timer Speed, Drone Difficulty, Tag Mode and Pad Configuration. Record your initials for record's sake. And a password option is available to let you pick up the ball and continue your winning streak. With 27 teams you're bound to find a pair of players you like and, as a bonus, the Game Boy version boasts a new player roster, some new players and new skills. Choose your favourite team and you're off! You've done it all before, right? Run out of batteries? Run to the corner store.



BA JAM



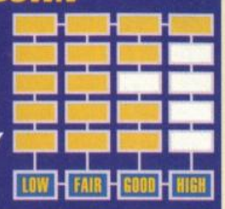
TWISTED TURBO

To compensate for the lack of buttons on the Game Boy, the Start button is used as the turbo while the B button shoots and the A button passes and steals. This combination is a bit awkward for most players, as to hold the turbo button while running and either shooting or stealing requires dislocating one's fingers. Fortunately there is an option to redefine the controls so you should be able to find a setup which suits your style.

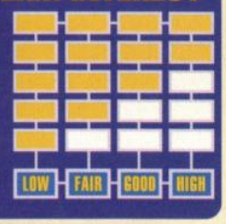
REVIEW

GAME BOY

BREAKDOWN



LONG-TERM INTEREST



GRAPHICS

▲ Fast action, but you can see and easily keep up with.
▼ The slams look somewhat unimpressive in black and white.

75

SOUND

▼ Not quite the NBA Jam theme...

60

PLAYABILITY

▲ A fairly accurate conversion of the play mechanics and the fun is still there.
▼ The button configuration is a bit annoying.

80

LASTABILITY

▲ Fun on your own for a while.
▼ But fun on your own is not what this game is about. Why no link up?!

70

OVERALL

Buy it if you're a Jam head, but not if you have a copy of the Super NES version.

78

COMMENT

BLAKE 7

It was bound to happen, the sports mega hit of 1994 has been released on the Game Boy. In its inevitable comparison to its Super NES big brother, GB NBA Jam comes out a little bruised. But how could it not? The Super NES version was one of the top rating and most highly played game of last year and the Game Boy version is a little less impressive, but all the action is still there. The spectacular slams and special dunks are still accessible but they're not as much adrenalin-pumping fun on the small screen. Unfortunately, the big draw card, the multi-player action, is not present so Game Boy Jammers will have to be content with playing against the computer. On the Super Game Boy it's a pretty cool ball up, but if you've got that sort of hardware you probably have the original. Grab It. Slam It!!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SQUARESOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ACTION RPG
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Battle adjust

GAME INFO

- GAME ORIGIN: The third in the series as we Westerners know it - and surely the best!
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: N/A
- ALTERNATIVES: Other Final Fantasy games, Secret of Mana, Zelda III, Illusion of Gaia, Link's Awakening.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Fantastic

X — Access sub-screen

A — Action

B — Cancel choices

Y — Character select

L/R — L: Multiple spell
R: Multiple spell

S — Start: Starts/pauses
Select: Scroll menu

GAME CREDITS

- DEVELOPED BY: Squaresoft
- DISTRIBUTED BY: TBA
- MADE IN: JAPAN
- ARTWORK: © 1994 Squaresoft

'BEASTS OF DOOM, KNOWN AS ESPERS, WE AND UNLEASHED TO DO THE BIDDING OF TH

(ABOVE) This bloke's called Sabin, and he's in a spot of trouble. Thing is, he's used to this kind of thing by now!

Humongeous domestic freezers are all well and good, but they have their drawbacks. Beneath all the popsicles, chicken pieces and loaves of bread usually lurks something old and long forgotten - like a Bumper Bag O' Bangers or something. They've probably been down there for five years or more so defrosting the saussies could prove fatal. Who knows what they might become once thawed?

Deep in the mines of Nashe Village is the weirdest example of frozen produce ever seen. More Horrific than a pig's trotter or 4lbs of cured tripe, the 'Esper' is an ancient being that is the last link this world of iron, gunpowder and steam has with a land destroyed by magic some 1000 years ago. As a party of Imperial Magitek Troopers arrive to investigate, the villagers are overcome by great concern for their safety as they prepare for the possibility of magic returning to their uncomplicated world once more.

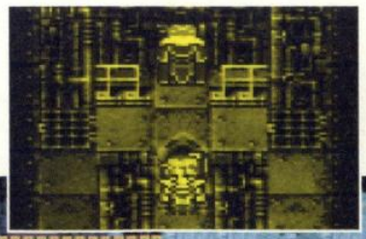
Final Fantasy III is regarded the Japanese as the greatest game of 1994. As far as they are concerned the game betters Super Street Fighter II, Mortal Kombat II, Stunt Race FX, NBA Jam and Konami's Powerful Pro Baseball. Now that's some recommendation! Bearing this in mind the NMS team stock up on H and MPs to investigate.

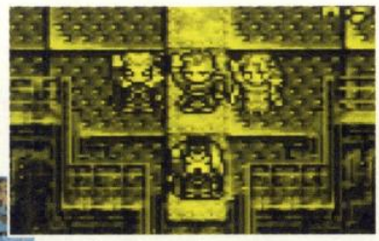
FINAL FANTA

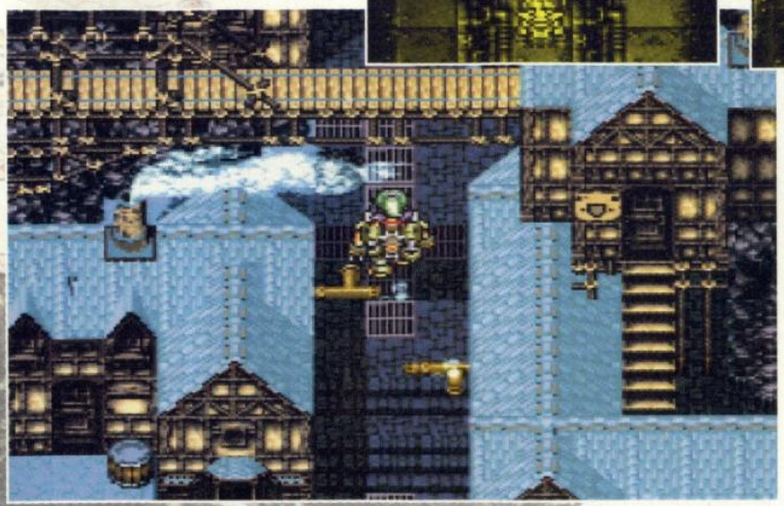
HOT CHOCOBOS

Being so important this adventure extends far beyond the outposts of Nashe Village and places the whole world under the keen eye of discovery. Proceeding on foot is a weary and time consuming activity so it's a relief to learn of some exciting alternatives. The most common form of transport is the Chocobo; a mild-tempered, ostrich like bird that is available for hire in most towns. Slightly more complicated and, some might argue, less friendly, are the Airships by which those with a head for heights can fly to any location in the world. Airships are much faster though.

RE CREATED EIR MASTERS'.







ESPERS ANTICS

Aside from the advanced weaponry available to adventurers, Espers are by far and away the most versatile ally a fighter could hope for, created by practitioners of magic to do their bidding in the War of the Magi which occurred 1000 years before the events in this adventure take place. There are over 20 different kinds of Esper in this imaginary world, ranging in appearance from the beauty of a Unicorn to the stomach turning Bahamut. Though they harness incredible power Espers only respond to the bidding of human masters and their powers are only freed once the master has gained knowledge of specific spells.

(ABOVE) A rather special Magitek trooper enters Nashe Village to investigate the rumours. The 'Magitek' is a high-tech armoured assault suit worn by Imperial soldiers.

(RIGHT) The Esper is found encased in ice. Only one can touch it, but who?

(BELOW) The King of Figaro dares himself to take a death defying ride on this raft.

SY III

(ABOVE) This character's name is Sabin, and he's just stumbled across a spring of magical healing properties.

(ABOVE) A Phantom Train dogs Sabin's every move as he continues on his quest. His particular tale has an especially chilling end.

PAIN BY NUMBERS

Combat in the Final Fantasy games has changed little since the series began on the NES. Unlike Secret of Mana where the player is responsible for the number and strength of attacks directly, in Final Fantasy both parties face each other from opposite sides of the screen and only attack when an energy meter reaches its peak. All damage or recovery is indicated by small numbers that appear next to a character, and once this number is reduced to zero that character is presumed dead. The stronger and more agile your party becomes the more attacks they can get in before the enemy has chance to hit back. Victory means the allocation of experience points which help to increase a fighter's strength and stamina.

(ABOVE) Numbers indicate just how much damage is inflicted.

(ABOVE) Vargas - the tall, imposing sort - unleashes his magical 'Air Blade' attack. It is something Sabin learns to use later in the game.

THE MUNCH BUNCH

Like the heroes, every creature met in Final Fantasy III has a specified number of Magical Points and Attack Points at their disposal. Find the correct weapon, however, and they're history!

(ABOVE) The team flee the Phantom Train. They're in much more than just physical danger too, as the loco's magical powers enable it to summon some truly dread apparitions!

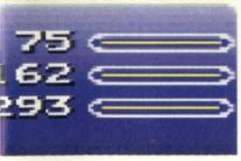
(ABOVE & BELOW) Magiteks go to work at the start of the game. They're fully equipped with weird techno-magic that burns, freezes or infects with fatal disease to order.

(LEFT) Cyan (he's the small one!) squares off with a 'Grunt'. No worries - Cyan just employs his Swordtech attack. As his skills develop the power of Swordtech increases too.

PAST PRESENTS

Relics are sometimes regarded as examples of ancient technology or art that have eventually been superseded by greater things. Though treasured their value as something of use has long since faded. In this adventure Relics are highly prized items that bestow all manner of powers onto their owner, enabling warriors to strike with both hands when clutching a sword ('Gauntlet'), thieves to steal more successfully ('Sneak Ring), or Mr & Mrs No Charisma impress the heck out of anyone they meet ('Charm Bangle'). Only two Relics can assist the bearer at one time, though it's possible to carry many more and switch between them.

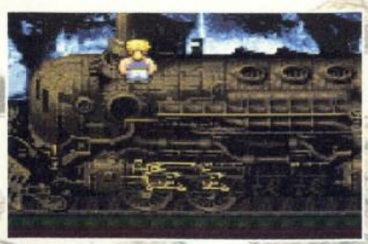
(ABOVE) Certain relics only work with specific characters. After all, what's the use of a magician with a sword, or a warrior stabbing about with a wand?



(ABOVE) The size of your party increases as the adventure continues. Even so, there's cause to worry when this beefy dude shows up! Time to co-operate, eh!

LATERS

Once a significant stage of the game is reached the party of adventurers split up in to three groups. At this point there are three main characters: A thief, a wrestler and the brother of a respected King. All are important but the order in which their stories are enacted is entirely up to the player.



COMMENT

GARY

Thousands of people have bought this game in Japan. Thousands more have bought it in America too. Judging by the letters the specialist press is receiving in both countries every last one of these people love the game. That's an awful lot of fans, and all I can say is just add me to that list because Final Fantasy III is one of the best games I've ever played. Really I'm hooked. After marvelling at Squaresoft's stunning Secret of Mana and assuming things could get no better, they just have. Final Fantasy III is flawless: It has a perfectly graded degree of difficulty; minute attention to detail; astonishing sounds and marvellous visuals. I've tried to find fault and really I can't. Just buy the game and discover just how utterly stupendously amazingly addictive this game is. Sharooo!

COMMENT

PAUL

As a solid reminder that the Super NES is still a big player in the battle of the new consoles you need look no further than Squaresoft's amazing products. Final Fantasy III gives the appearance of a CD game, its graphical intensity is so strong. Squaresoft also have a strong sense for high drama with every series of events having a very cinematic quality about them. Characters don't just have interesting names and distinctive costumes they have personality traits too: you only need to admire the dialogue between the King of Figaro and Terra the mysterious young sorceress as an early demonstration of this. Likewise the storyline goes very deep and the events are always intriguing, so it is impossible to resist being completely drawn into the adventure once it is begun. Interfacing with the characters, despite their being very complex and loaded with abilities, is very simple which means instructions are carried out almost as soon as you can think of them. The benefits of this are obvious in battle but the effortless manner in which items are exchanged or status screens accessed is a pleasure at all times. Players have plenty of time to reap the benefits of such a well presented game too as the quest is greater than anything NMS has ever seen. As to the question of whether this is the greatest game of the year, well it certainly ranks as the best RPG.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 97

▲ Minutely detailed, fantastically conceived. The game looks like it is running off CD Rom.

SOUND — 95

▲ Equals Secret of Mana for its variety and class. Expresses the changing moods of the game perfectly. Ingenious sound effects too.

PLAYABILITY — 93

▲ nstantly accessible and clear enough to follow even with a multitude of characters to command in the most intense circumstances. The promise of greater, more spectacular events provides incentive to carry on.

LASTABILITY — 90

▲ An absolutely colossal adventure and, like a great film, is worth enjoying many times over - though you might appreciate a break between quests!

OVERALL — 93

An unforgettable gaming experience. It is surely impossible to produce a game with a higher degree of graphical splendour than this on the Super NES.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: JVC
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ACTION
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 1 to 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: None!

GAME INFO

- GAME ORIGIN: Follow up to the successful Zombies.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: If you've completed Zombies you should find this sequel a bit easier. Look to complete the game within a few days.
- ALTERNATIVES: Apart from Zombies similar games include Smash TV, Operation Logic Bomb and Total Carnage.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent!

X — Slide

A — Select weapon

B — Jump

Y — Fire weapon

L/R — L: Select item
R: Select item

S — Start: Starts/pauses
Select: Use item

GAME CREDITS

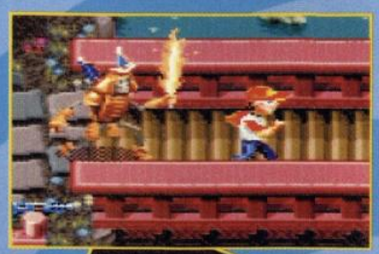
- DEVELOPED BY: LucasArts Co.
- DISTRIBUTED BY: JVC/Virgin
- MADE IN: USA
- ARTWORK: © 1994 LucasArts Co..

GHOUL

One of the familiar events of school life is the day trip. This means a number of things but indubitably the most entertaining moments of the day are spent on the coach. The Lads head straight for the back seats, abuse travels up and down the aisle, plenty of packed lunch bartering starts up and other road users get privileged to some well known sign language. Inevitably the coach ends up at a museum though, where everyone wanders round a boring exhibition and is given a tedious questionnaire to fill out.

Being more 'radical' as they might put it, Zeke and Julie reject this coach culture and prefer to choose their own exhibitions. They have decided that one on Mediaeval demons and ghosts might be to their liking. As they peruse the ancient horrors they come across a chest that starts glowing. Out of it pops a book that tells them to repeat a sentence backwards. Assuming it's all part of the exhibition's presentation they gladly do so and summon up an evil demon of the past that assures them of his intention to doom the Earth to darkness.

Having realised the rather serious mistake they've made, Zeke and Julie decide that it's now down to them to save all of the victims of the demon and its minions. Weapons in hand the exorcising mayhem begins with the intrepid couple grabbing as many pick-ups as possible, avoiding demonically possessed furniture, sending evil spirits back to the underworld and saving all of the enslaved victims. Providing they save Earth from a demonic tyranny, Zeke and Julie are then free to argue over whether two sticks of Kit-Kat are worth half a pack of Quavers.



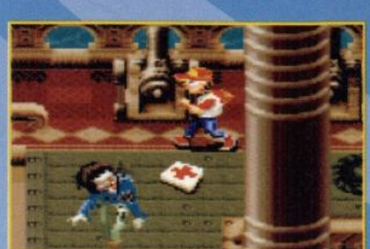
(BELOW) Zeke shows his cool new talent for skidding. This isn't the only place skids are found in this game!

WHO'S GONNA SAVE ME!

There are ten 'Victims' to rescue on each stage. How many there are left to collect is displayed at the top of the screen. If some of them are killed it isn't the end of the world because a player need not save them all to progress to the next stage. Lose them all though and the game's over! Whereabouts they are all trapped is denoted by speech bubbles that drift on to the screen from certain directions. For their defence, Zeke and Julie start off with a puny bow and arrow but it only takes a few moments to pick up fresh weaponry. Pick-up weapons have a limited supply of ammo so keep grabbing fresh ones whenever you see them. There is a heat-seeking plasma gun, a very potent water pistol, a bazooka that launches huge bombs and weaker blasters to collect and select.

(ABOVE) Follow the screams to find the terrified civilians

(BELOW) Explore the extremities of each level for some pleasant surprises



GHOUL PATROL

Exclusive

REAP THE GRIM REWARDS

Drinking the red potions found dotted about the game has a shocking effect, transforming those who do so into the Grim Reaper - scythe and all! In this form it is temporarily possible to float among the various undead without fear of harm. The scythe is very useful at cutting the rest of the supernatural world down to size and, by summoning up its supernatural strength, Grimster can break through cracked walls too. Spooky! A blue potion makes our heroes temporarily invincible, the gold restores them to complete energy and the multi-colour brew has a random effect. There is also some roast chicken lying about that restores part of their energy.

(LEFT) *A new feature to Ghoul Patrol is the 'presence' of BOSS characters.*

COMMENT

Rob

Zombies rightly became a real classic, its mixture of pulp horror and comic action proving really entertaining and addictive. Ghoul Patrol doesn't sport any particularly new ideas at roots level, but the attraction of a game like this is its addictive formula and unique style and Ghoul Patrol retains both. Where it improves on its predecessor is naturally in the graphics department with more sprites, better animation and huge bosses to contend with. The stage themes are all excellent and feature some neat comic touches like the drunken sailors on the pirate stage. The action is non-stop with loads of pick-ups to collect and power-ups to use, and the gameplay is also quite challenging with bundles of enemy sprites that keep re-materialising just when you think you've got shot of them. Whether you've got Zombies or not, Ghoul Patrol is a 'dead' good title that'll send 'shivers' down your spine and I'll end this comment now because these cheap word puns are going to send me to an early grave...Arrghhh!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 92

▲ Lots of inventiveness in these smartly drawn graphics and good animation to boot.

SOUND — 90

▲ Lots of growls and demonic belches mix with a catchy theme tune.

PLAYABILITY — 82

▲ The action is relentless with loads of enemy sprites to tackle and pick-ups galore.

LASTABILITY — 76

▲ Each level is big and complex. Staying alive is a challenge.

▼ Only thirteen stages plus five Boss encounters. It's exorcised in no time and there's no reason to return.

OVERALL — 81

A fitting sequel to Zombies. The theme and presentation make it visually entertaining and the gameplay formula is a winner from the start. Buy or die!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: NINTENDO
- PRICE: $49.95
- RELEASE: OUT NOW
- GAME TYPE: PUZZLE
- CART SIZE: 4 MBIT

GAME FEATURES
- NO. OF PLAYERS: 1 or 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Yes, lots...

GAME INFO
- GAME ORIGIN: Tetris was created by that Russian dude Alexy
- GAME DIFFICULTY: Gets hard
- SCORE TO BEAT: unbeatable
- ALTERNATIVES: Super Puyo Puyo, Hebereke's Popoon, Pac Attack.

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Good

A Rotate block right

B Rotate block Left

X Nothing

Y Nothing

L/R Left: Nothing Right: Nothing

S Start: Pause Select: Nothing

GAME CREDITS
- DEVELOPED BY: NINTENDO
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: NINTENDO

Apparently, psychiatrists believe that people enjoy Tetris because stacking up all those lines and fitting blocks together gives them a sense of order in their lives! Anyway, if you're a fan of the game and want to mend your chaotic lifestyle, you can now play Tetris in full 16-bit glory, as it's never been available on the Super NES officially until now. The question is, with the Super Game Boy letting you play it on the telly already, are you really going to bother with this?

TETR AND

3 x 3 GAMES

There are three types of game contained within this cart: your bog standard Tetris; Dr. Mario (I thought he was only a plumber!) and the mixed match. The first two have the standard one player mode, a two player head to head battle and a 1p vs cpu mode.

Mixed match is a two player game comprised of a round of Tetris B, Dr. Mario and Tetris A. To heat up the battle, there are already a number of blocks on the screen in the Tetris rounds, so you'd better think quick!

There are oodles of options to play with, from difficulty to how many lines you have to clear, speed and even music, so configure to your heart's content!

WHAT'S UP, DOC?

Dr Mario has a different objective to Tetris. Your goal is to eliminate the screen of pesky little germs! They appear in three colours: red, blue and yellow. Luckily, Dr Mario just happens to have capsules with matching colours; some are one colour, others are a combination. To zap the virus, you must line up three half-capsules the same colour as the virus above, below or beside it. The bug is killed and the remaining capsule bits fall, hopefully landing on a virus of the same colour lower down if you've planned ahead. It's easy at first, but after a while the number of bugs increases dramatically and if you don't think ahead, you'll leave a messy mass of mismatched capsules cluttered around bugs at the bottom of the screen, making zapping them a real headache! Er, did that make sense?

IS DR MARIO

BATTLE MODE!

To pep up things a bit during competition with your pals in Tetris, you can send lines of blocks over to your opponent's screen, resulting in a lot of squirming from him or her as their blocks are shoved a few more notches towards the top! To enjoy these moments, you have to clear a couple of lines at a time. The more you rid yourself of, the more goes over to the other side!

COMMENT

AMOS

Yes, Tetris is a classic game, but I can't find much to recommend about this cart. Why? Because many of you would have the Game Boy version anyway and all you'll gain from buying this are full colour graphics and Dr. Mario, a challenging game that, unfortunately, just can't match the addictive playability of Tetris. Despite the games being 'playability focussed', surely more effort could have been made in the tunes and background department as they're bland to the max! The best thing about this is the two player head to head mode, but there are other similar puzzlers which have a much better vibe, to my mind anyway. Ever seen Super Puyo Puyo? It's very Japanesy puzzler that would probably never get a release over here, but it puts this cart to shame! If you desperately want Tetris, I'd suggest you get the Game Boy version and a Super Game Boy; the package may cost a bit more but the playability is just as good. And it's portable!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION		■		
CHALLENGE				■
REFLEXES				■
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY			■	
WEEK				
MONTH				
YEAR				

GRAPHICS

▲ Does the job, I guess.

76

SOUND

▲ A couple of tunes to choose.
▼ They're all horrible! Can't say much about the sound FX either.

50

PLAYABILITY

▲ Tetris is great, but Dr Mario just can't match it. Two player mode peps things up a bit and is the best thing about this.
▼ But there's better puzzlers out there.

80

LASTABILITY

▲ Addictive and fun with two players.
▼ But I'd rather play something else!

79

OVERALL

Good, but not good enough to warrant purchasing. Seriously consider the Super Game Boy option if you must play this game!

79

LIFE SAVERS®

GET

a

HOLE

LOT

MORE

OUT

of

LIFE

THE REAL NMS

So what really goes on behind those closed doors? Do Fat Boy, Mary, Andrew and the rest of the crew just sit around all the time playing games? Do they really exist at all? (Mind you, no-one's really certain whether or not Andrew really exists in the same time/space continuum as the rest of us.) We also introduce you to to the art droids and some people who hang around a bit.

So read carefully then turn to page 39 to the coolest comp of the year.

FAT BOY

The doyenne of the NMS Test Kitchens and Gaming Room, Fat Boy has always philosophised on the symbiotic relationship between good gaming and food. Lots of it.

From the day he was born, Fat Boy was born to rule. He eventually realised his destiny two years ago at NMS. The rest you know.

MARY

Now Rod might think that he's the Big Cheese (big and cheesy more like it!) but it's really Mary who does the best job of pretending that she runs the show. This is the girl who can gossip tirelessly on the phone while tossing in phrases like "and what's happening with the Ultra 64", just to convince everyone that she's really working.

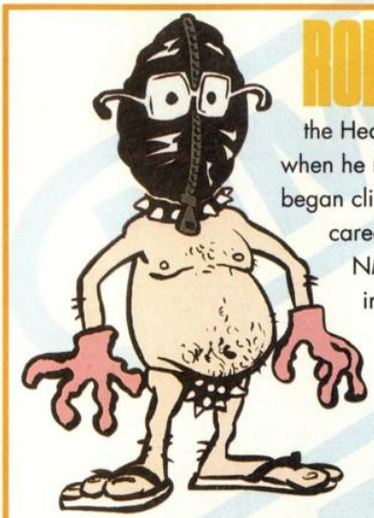
Although everyone might think that she's a dead hard gamer, Mary was, in fact, born blond (though she's been dying her hair for years in a valiant effort to raise her IQ into double figures). Her hobbies include flower arranging, knitting and painting her toenails! (Actually I made that bit up, she actually spends most of her spare time comparing the relative merits of a variety of chainsaws in the immediate vicinity of Andrew's head.)

Godzilla and other dinosaurs play a big part in Mary's life, who else would own a Godzilla toilet roll holder that growls when you pull the paper out? When not at work she's generally out investigating bars and pubs very closely, or sitting at home continuing her never-ending search for a sure-fire hangover cure.

I Like These Games

1. Super Metroid (Samus yeah!)
2. Tetris (Because I'm a girl and I like making order out of chaos apparently.)
3. Stunt Race FX (It's a game where you can drive a semi-trailer - what more could a girl ask for?)
4. Mortal Kombat II ('Cause I get to let the boys know who's boss.)
5. Super Street Fighter 2 (Same as MKII.)
6. Mario Kart (But only when I play as Yoshi.)
7. Donkey Kong Country (Who doesn't like it?)
8. Sim City (I get to control the world! Well a city to start off with...)
9. Parodius (The product of a truly warped mind, and I like that in a game.)
10. Bunny Killer (This is actually a game I play on my Mac but there's nothing quite as satisfying as blowing away hundreds of fluffy pink rabbits...)

THE REAL NMS



ROD

The Lord of the Manor, the Big Cheese, the Head Honcho, El Numero Uno. As he promised when he relinquished the editorial reins of NMS and began climbing the slippery ladder of corporate career opportunities, Rod is rarely seen in the NMS offices these days. When he does stroll in, it is usually to whip Andrew's skinny butt at Battle Mode Mario Kart or to snaffle any preview games that seem interesting. Naturally Mary gets very upset at this high-handed behaviour because Rod never gets around to returning the games or writing the reviews!

In his defence, Rod is A VERY BUSY EXECUTIVE and can't be bothered with trivial matters like WORK. Especially after a BUSINESS LUNCH.

Fave games:

1. John Madden Football '94
2. Stunt Race FX
3. Mario Kart
4. Micro Machines
5. Super Metroid
6. Donkey Kong Country
7. Super Street Fighter II
8. FIFA International Soccer
9. Namco Super Tennis
10. Wario Blast

ANDREW

While Mary, Rod and Michael all claim to be the boss, Andrew is the only one who actually knows what's going on when it comes down to what really matters, i.e. the world of Nintendo.

Andrew decided early on that school was a complete waste of time and only attended because the tuck shop had nice grilled cheese sandwiches. Needless to say, he was promptly booted out and spent several years at the bottom of the ocean talking to fish, who he claims provide much more interesting conversation than than the people he now hangs around with.

His current daily routine involves waking up, regretting waking up, going to work (shudder), typing stuff, going to lunch, coming back from lunch, regretting coming back from lunch, doing more work-related stuff, going home (joy!), reading comics while listening to weird music and then finally falling asleep on his couch. (Repeat five times in a row then sleep for two days.)

His favourite comics are *2000AD*, all Bongo titles, *Post Brothers* and *Savage Henry*, *Frank* by Jim Woodring and Timothy Leary's *Neurocomix*.

His favourite listening material includes Air Liquide, Underground Resistance, anything by Richard H. Kirk and stuff on the +8 record label. (Long live vinyl!)

Favourite Games

1. Super Street Fighter II
2. Mario Kart (Battle mode ahoy!)

Ummm ... everything else sucks.

MICHAEL

Despite Mary's and Rod's delusions of grandeur, Michael is really the boss. A shadowy figure, little is known about him except that he occasionally flits in to sign cheques; has perfected the art of lunching; and plays PGA Tour Golf relentlessly.

MR SKULL

An extraterrestrial being capable of existing in any reality level, Skull has chosen to live on planet Earth to escape the hum-drum life of intergalactic warlord. Having left his many galactic kingdoms and profitable slave trading empire under the control of his trusted minions, Skull likes nothing better than sitting down in front of his 26 foot monitor and playing Mortal Kombat. Or Killer Instinct, or Doom, or whichever morally despicable game that takes his fancy at the time.

His famous Q&A column is syndicated in gaming journals across the universe in sixteen of the most popular dialects, as well as in English.

Skull is the CEO of the now infamous DSV cult (Death, Suffering and Violence), founded last year by his close friend Grand Admiral AD, and is most displeased by the current state of the video game industry, especially the recently introduced ratings system. In a rare interview he was quoted as saying "It's a joke! However, I plan to introduce the DSV ratings system which will require that all new games must receive a DSV rating of at least five stars."

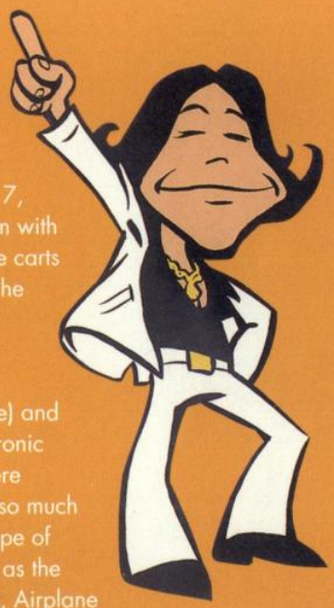
Things That Amuse

1. Russian Roulette (With only one empty chamber.)
2. Ultra 64 Doom (I've seen the future, and I like it!)
3. Shoot The Escaping Slave (I've got the top score, and that was with both arms behind my back!)

My loyal followers know what sort of games I like and I can't be bothered to list them all here.

THE REAL NMS

AMOS



Subjected to mass destruction and violence via anime TV shows since childhood, Amos' state of mind has been constantly questioned. A near decapitation while cycling left him bedridden at the age of 7, where he received a Hanimex TV game system with then cutting-edge graphics and "classic" game carts like Ping Pong and Space Invaders ... though he actually would've preferred the absolutely fabulous Atari console.

During high school he bought a synthesiser, sported a short spiky haircut (with blond fringe) and joined a band that made tinny-sounding electronic music, just like the unnameable bands that were popular back then. However, the band spent so much time bickering over their name that a demo tape of their music was never produced - just as well, as the chances of a band named Recondition Panda, Airplane Follies or Ha Ha Spleen achieving success are pretty slim.

These days he mainly enjoys listening to loud guitar music by thin pasty-faced misfits, though lately he's been getting into ambient techno and even jazz (oooer). In his free time he likes reading manga and gritty tales about serial killers, watching anime and catching the latest movies on lowlife gangsters wearing black suits and thin ties. He's addicted to chocolate and is on a quest to find an ice cream as awesome as the flavour he ate bucketfuls of while holidaying overseas. To this date that flavour has not been found.

Top Ten Games For '94 (in no particular order):

1. Stunt Race FX
2. Super Puyo Puyo
3. Mortal Kombat II
4. Super Metroid
5. NBA Jam
6. Super Bomberman 2
7. Equinox
8. Donkey Kong Country
9. Rock 'N Roll Racing
10. Cybernator

JAMES

A gentleman punk rocker is our James, unless you make the mistake of calling him "Jimmy"! Then you'll be picking your nostril hairs out of a couple of hard-boiled eggs before you can say "Your mother is a lizard!"

A sad, morose character with a penchant for young goth girls, black clothes and bats, James actually believes that video games are tools of Beezlebub, used in his ages-long battle to corrupt the world, cause maximum havoc and really get up God's nose. That's why James is so good at them - he is trying to destroy society as we know it. If you ask he can actually give you a twenty minute socio-political philosophical rant about how manipulating sprites is a metaphor for taking the tools of capitalism and using them against the oppressors (ho hum).

Naturally he despises everyone in the NMS office as being "pawns of the military-industrial complex".

These Games Were Okay

1. Syndicate
2. Doom (Actually this isn't out on Nintendo yet.)
3. Mortal Kombat II
4. Wolfenstein
5. Itchy & Scratchy Miniature Golf Madness
6. Killer Instinct
7. Micro Machines
8. Super Metroid
9. Super Street Fighter II
10. Samurai Shodown

JANE

NMS' blonde bombshell won't take any whoopsies from anyone, especially not male reviewers suffering from joystick envy. She likes nothing more than a good, hard shoot 'em up with maximum carnage. She hates rodents, hedgehogs, crap platform games and anybody who likes "that manga crud!"

Jane is a bit miffed that she hasn't become a sex symbol yet and has vowed to wear shorter skirts until she gets more fan mail than Skull (who she also hates, by the way). Jane is widely suspected to be behind the "We Hate Amos Wong" letter campaign that put NMS' own cute 'n' cuddly *Zone* reviewer in hospital over the Christmas break suffering from stress. She won't admit it, but she's one bitter and twisted babe - what else can you expect from someone whose hero is *Terminator 2*-era Linda Hamilton?

Top Eleven Games

1. Alien 3
2. Super Metroid
3. Parodius
4. Super Street Fighter
5. Mortal Kombat II
6. Killer Instinct
7. Super Return Of The Jedi
8. Barbie (NOT!!!!)
9. Secret Of Mana
10. Flashback
11. Road Rash

THE REAL NMS

BLAKE 7

Born into a mindspace at the beginning of the flared '70s. Spent the first seven years catching up with old friends, one of whom suggested he seek employment in the burgeoning field of electronic interaction. Undertook intensive extensive twelve year specialist training program, emerging as an Infiltrator Class B. Was captured on his first mission due to the loose tongue of a traitorous B Class comrade. Spent the next year at the hands of this country's most vigilant mind immersion interrogators. Managed to escape by flushing an explosive device into the sewage system blowing a hole wide enough to crawl out through. He paused momentarily to grab a power up and a couple of extra lives, then found a secret passageway which led to a safe house by the sea. After joining the underground he met various game outlaws, including an NMS operative. Always in need of funding, he accepted the offer of gainful employment and legal reward in return for his ill-defined services. He has now retired from infiltration and resides peacefully in relative anonymity.

Top Ten

1. Donkey Kong Country
2. Mortal Kombat II
3. Super Bomber Man
4. Clayfighter
5. NBA Jam
6. Young Merlin
7. Starwing
8. Stunt Race FX
9. The Chaos Engine
10. Lawnmower Man

BEN

Named Benjamin L. Smith at birth, he is rarely known as this today. Since his sudden popularity upon joining the NMS bandwagon, he is now known as the legendary Bentendo. He absolutely despises Sega although unfortunately he has to suffer two of them in his crowded household.

He has a trippy bedroom with Donkey Kong stuff plastered all over the walls and the only thing missing in there is a bar fridge. Life is not as much fun as it sounds though, every week he is threatened with suspension for sabotaging on school computers (in other words he's a hack-o-holic).

Going to town to check out games can also become a bit of a hassle when the poor defenceless lad gets mobbed by local youths wanting to check out the hands of the champion (luckily they're heavily insured). He has been playing on computers since the ripe old age of 1 when his parents handed him a calculator instead of a rattle to bring some peace and quiet. Not long after that, he stole his mother's most prized possession (her Visa card) and 0.bought up on loads and loads of NES accessories. After two years he still wasn't satisfied, now he needed the new system, the one that would win him fame, fortune and international stardom, the Super NES! And the rest is history.

My Top Ten Releases Of 1994

1. Donkey Kong Country (A faultless improvement over the original three screens of gameplay.)
2. Stunt Race FX (I got a sneak peek of this before anyone else at NMS, unfortunately I couldn't keep the game and I had withdrawal symptoms very quickly.)
3. Super Metroid (A real challenge with loads of atmosphere.)
4 & 5. Kirby's Dreamland/Adventure (Up there with Mario!)
6. Mortal Kombat II (Plenty of fatalities.)
7. NBA Jam (Another great multiplayer game.)
8. Ranma 1/2 (A good little beat 'em up.)
9. Super Street Fighter II (It's not Turbo but still worthy of your consideration.)
10. Wario Land: Mario Land 3 (This one had me tearing my hair out.)

NICK

There's no doubt that Nick has been around the traps more than once. In fact, more than one person has referred to the lad as the floozy of the video game mag world. To date he's written for Megazone, Timezone, Hyper and the Sydney Morning Herald. Now he's finally paid his dues and seen the light and is now writing for NMS.

Adhering religiously to rule number one of the Reviewer's Creed, I Will Have No Life; he has developed another special one just to keep Mary in a feral mood on deadlines, I Must Drive Mary Crazy By Always Having My Reviews In Late, And I Will Have A New Excuse Each Time.

Obviously Nick isn't quite as pathetically grateful as he should be for his job on this prestigious mag, his dark and sordid past is not too far in the past after all... But now, after countless visits to rehab centres and some unique *Clockwork Orange*-style therapy he can now just bear the sight of a certain blue hedgehog without feeling the urge to run around the office at high speeds.

Top Ten (Sort Of)

1. Donkey Kong Country
2. Super Street Fighter Turbo
3. Donkey Kong
4. Super Return Of The Jedi
5. Stunt Race FX
6. NBA Jam
7. Mortal Kombat II
8. Parodius
9. Super Metroid
10. Super Bomber Man 2

THE REAL NMS

ANDY

He's stylish, tall and handsome. He's Andy's best mate Sean. But what can you say about Andy (right)? Nothing. So we'll just invent a few things instead. Fresh back from conquering the Elger, Andy is bravely ignoring the chilblains on his typing finger and using his free bandaged hand to juggle. Life hasn't been easy for Andrew (to his Mum). Since he he got bumped upstairs, contrary to his nature he is now forced to behave decently toward his fellow man. It's so bad he's now given to saying 'yes' and 'how kind' instead of 'no' and 'about bloody time'. Still the arrival of his latest Fab Course In Cool through the post ought to help straighten things out, with the latest instalment including an extended remix of *Hunka Munka Mambo Jazz*. A snip at $299.

Top Ten

1. Plok
2. Super Mario World
3. Donkey Kong Country
4. Super Mario Kart
5. Super Tetris
6. Super Street Fighter II
7. NBA Jam
8. Super Metroid
9. Mortal Kombat II
10. International Super Star

PAUL B

Our part-time Software Editor is often likened to top actor and all round entertainer Michael York - he of *Logan's Run* fame and a role in the *Three Musketeers*. Not, you understand, as he was then, rather as the old and dishevelled ex-actor that he is now. You're less likely to find Paul B dashing around saving damsels in distress and claiming his reward, instead he is resigned to the dubious pleasures of Grateful Dead LPs and wearing Aran sweaters. To earn extra cash Paul models for Cornflakes promotions, washing powder advertisements and is a stooge for magicians. All we can say is that he's lucky there isn't a law against such crimes to humanity!

Top Ten

1. Super Mario World
2. Zelda III
3. Super Mario Kart
4. Gargoyle's Quest (GB)
5. Crazy Cross
6. Street Fighter II Turbo
7. Secret Of Mana
8. Donkey Kong Country
9. Starwing
10. Tetris (GB)

PETER

You could lead Peter Barrel to his doorstep, demolish his house in front of his very eyes, draw all the money out of his account and then volunteer his name to the police in conjunction with the latest bout of serial killings and this man wouldn't bat an eyelid. Criticise his artistic expertise however and you'll find yourself horizontal fashion wearing one of Pete's BIG boots as an earring. This isn't much of a problem in itself because everybody has learned to mind their own business, it's when the lad asks your specific opinion that you're treading on dangerous ground - he sometimes produces garbage deliberately just to trick his victims!

Top Ten

1. Hebereke's Popoon
2. Mortal Kombat II
3. Super Bomber Man
4. Earth Worm Jim
5. Donkey Kong Country
6. Turtles Tournament Fighter
7. International Superstar Soccer
8. Super Mario Kart
9. Super Probotector
10. Super Mario All Stars

ANDY

Wherever Gary (centre) treads the ground quakes beneath the weight of his Tropicana 'Great Stuff' Protein Drink. He carries it with him wherever he goes. Last begotten spawn of the mighty Odin, Gary adapted his name from Hah'rh of Odin by deed poll in order to become accepted by mortal society. To contain his brute strength the gym Gary had deigned fit for his daily workout has been refitted with new titanium technology; a decision shortly made after he called upon his father's name after victory in an extensive bench pressing routine, that began at lunch time and continued until the early hours of the morning. Odin assumed his seed was in distress and empowered Hah'rh with the Berserker Rage - the rest is history, scrap, metal and rubble.

Top Ten

1. Super Mario Kart
2. Final Fantasy 3
3. Super Metroid
4. Tetris Battle Gaiden
5. Goeman 3
6. R-Type 3
7. Muscle Bomber
8. Prince Of Persia
9. Secret Of Mana
10. Zombies

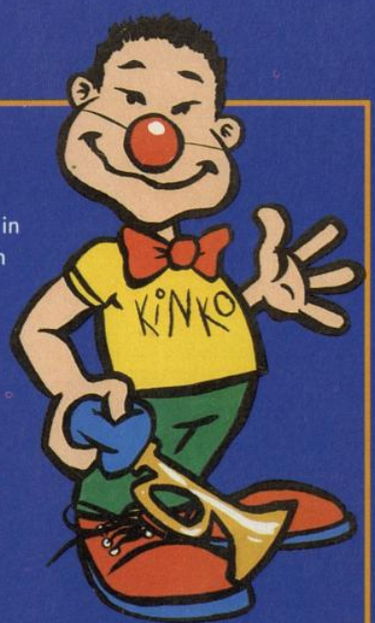
PAUL D

A reality shift has caused Paul (left) to return his mind to the present this month. It occurred when he inserted his magic card of delights into the venerable hole in the wall and was refused his wish for monetary sustenance. Consequently a Bumper Edition of The Real World has driven Paul to a strict diet of sensible, more structured leisure pursuits. The ducks in the park have never looked healthier and everyone has commented on how well spoken the local tramps have been since Paul began evening classes in English. To be insulted by them is to be insulted by kings.

Top Ten

1. Super Mario Kart
2. Tetris (Game Boy)
3. Super Ghouls 'N' Ghosts
4. All Kirby games
5. Stunt Race FX
6. Super Bomber Man
7. Super Metroid
8. Plok
9. Star Wing
10. Zelda III

THE REAL NMS



KUEN

Being Aquarian, and born in a place where action and anime features are force-fed into his psyche, Kuen's genes clearly contained the evolutionary perfection of earthly DNA. He was destined to be propelled into greatness.

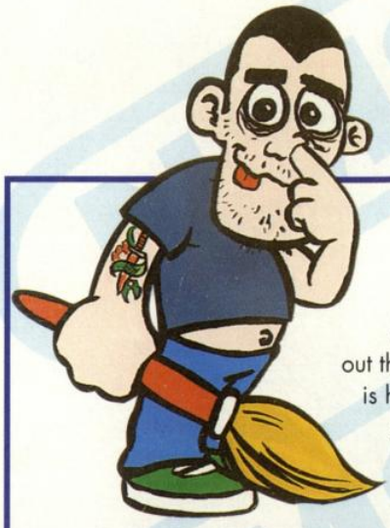
At the age of 3, he was already a legend in the making. Not only could he draw Mazenga with his eyes closed, he could also shoot his mother between the eyes with a spud gun from ten feet away.

As Kuen matured into a young genius (or egomaniac, depending on your slant on these things), his imagination took on even larger proportions. The desire to build his personal mobile suit with laser-guided launch grenades which could transform into a five-speed Malvern Star was overwhelming. Chainsawing down the window to make way for a mobile suit launch pad was a brilliant idea, until his mum kicked down the door and held the spud gun to Kuen's head.

Shooting and splattering aliens was the next option, so trigger happy Kuen decided to join Trielle as an art droid, while moonlighting as Kinko The Clown at children's parties.

Ten Fave Games (In No Particular Order)

1. Donkey Kong Country
2. Starwing
3. Zelda - Link's Awakening
4. Stunt Race FX
5. Zelda - A Link To The Past
6. Donkey Kong
7. Rock 'N' Roll Racing
8. Cybernator
9. Super Star Wars
10. Mario Kart



NICK

A well-known space cadet, Bradley came to NMS highly recommended as a creative genius. It turns out that the only thing that Brad is creative with is his deadlines. Yep, that's right, the stunning illustrations you see gracing the covers of NMS always arrive at the last possible minute!

"Ah-ha!" you say, "It's because he spends too much time playing with his joystick!!" But you'd be wrong - it's because Bradley is a scruffy, smelly, scurvy-ridden slime ball who has no respect for failed anarchists like Rod and spends all of his money on cheap plonk and fast women (though not too fast, otherwise they can run away).

Top Ten (Actually It's A Top Five)

We'd tell you Brad's top ten Nintendo games the only problem is that he only plays the pinnies. But some of his favourites are:

1. Trident
2. Fishtales
3. Dr Who
4. World Cup Soccer
5. Addams Family

GARY F

Gary grew up confused in Sydney's wild west. Always had a dog, a few friends, a bicycle. After conquering all the local pinball machines with funds made from various rackets and odd jobs, he often spent rainy days with paints, textas and TV - unwitting preparation for the MacFuture.

School was okay. At least there were like minds there to share the "character-building" pain of corporal punishment. Those cane-wielding oafs beat one bit of sense into him: never go to the bike sheds when you want a ciggy.

Art school was much more fun. Splashing about with paint and photo chemicals, and having a laugh while expressing and creating and trashing things. Everyone should be made to do it, like the Buddhists who have to spend a year living as monks. There would be lots less violence and the graffiti would be heaps better.

Post-education his oyster became the world. Travelling and living around the world, falling in and out of love, staying up all night, making movies, moving house, meeting (famous) people, looking, learning, playing and sometimes working.

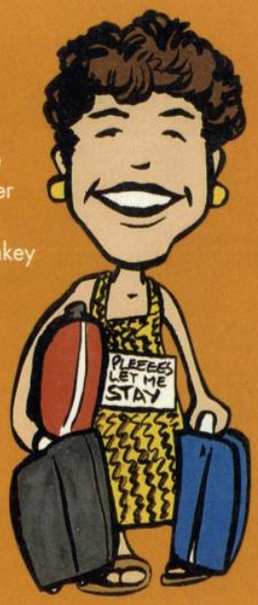
Escapist Highlights: revolution #9, Kakadu, baggies, Honda, Cave, Bangkok, Warhol, rabbits, raves, Berlin, DNA, NZ, IBM, Q&A.

Since I Discovered Nintendo I Like

1. Donkey Kong
2. Donkey Kong Country
3. Tetris
4. NBA Jam
5. Stunt Race FX
6. Mario Kart

THE REAL NMS

CLARE



Remember Texas Instruments? ZX Spectrum? Commodore Pet? Atari 2600? You probably don't - but Clare Edgeley does! As a very, very young spring chicken she fell by accident into the fascinating world of computer and video games. Never having plugged a computer into a wall socket in her life, she plunged into reviewing the likes of Pitfall, Donkey Kong (the originals), Space Invaders and Asteroids. It was fast (well as fast as some of those machines could get without blowing a fuse) and exciting and it was all happening in London.

For three years she wrote for *Computer And Video Games* magazine and *Sinclair User* and had a ball. By now she was a veteran of the arcades and ended up writing for *Arcade Action* for another five years. With joystick finger and aching thumbs she retired from the heady world of print and hopped across the fence to the world of PR and marketing for computer games.

Now instead of enjoying press launch hospitality and lots of free lunches she had to organise them. By now computing had moved on to Amiga, Atari ST and PC. The Commodore 64 was dying and the next generation was round the corner.

Bang! It happened. Sonic and Mario battled for world market share and became household names. The pace started to get a bit much for her. "I know", she thought, "I'll get married and move to the land of sunshine, beaches and Victoria Bitter. I'll start a new career, something stable, more befitting, more suitable to my advancing years."

So now, eleven years later, she's sitting here in Sydney at the Sony Electronic Publishing offices writing about video games, waiting for the Play Station to launch and still right in the thick of things.

KRISTINE

Kristine has been making the hearts of Nintendo players beat faster everywhere (especially around Nintendo HQ in Melbourne) and that's just because she likes to turn up to work in her fave power-dressing tiger-skin bikini!

When she actually beats the ravening hordes of N-heads away she settles down to work in her role as Marketing Assistant for Nintendo Australia. This basically means that she fends off at least twenty calls a day from Mary. (The fact that they spend nineteen and a half of those calls gossiping is completely irrelevant.)

However the bad news for Mary is that Kristine is actually leaving Nintendo to go to another job (she might even have to swap the bikini for real work clothes). This means that Mary will now have to find someone else to spend half her day gossiping with. However she holds high hopes that Kristine's replacement devote his or herself selflessly to taking Mary out to lunch every time she goes to Melbourne and plying her with expensive and exotic gifts as tokens of their appreciation .

Kristine is the person who always sees to it that we get the coolest games first for review, as well as all the latest Nintendo news. Her cooperativeness knows no bounds, especially when it came to supplying us with a list of her favourite ten games for the year. The only problem was that every single game was a Nintendo one, so we had to scrap it.

RAOUL

Raoul is the man behind Metro Games.

Raoul also has a cat called Platypus.

Raoul has a poster of Pamela Anderson in his office.

But most importantly, Raoul is renowned for his legendary capabilities in the lunching department.

No matter what time of day Mary calls, be it 9.30am or 4.00pm, Raoul is always at lunch. (His assistant Lisa always says he's in a meeting, but quite frankly, with his reputation, we find that very difficult to believe.) This, of course, can get Mary very peeved, mainly because he never flies up to Sydney to take her out to lunch.

Though this could be because he insists on calling her the Den Mother, an epithet that may or may not be flattering. (Mary insists that it is, but what would she know, she's a girl.)

Like Kristine from Nintendo, Raoul faxed through an unsolicited top ten list of games. Strangely enough, his list contained only Metro's games. But it was the sight of Virtual Bart right up the top of the list that made Mary roll around on the floor laughing before she lobbed the list straight into the round filing cabinet.

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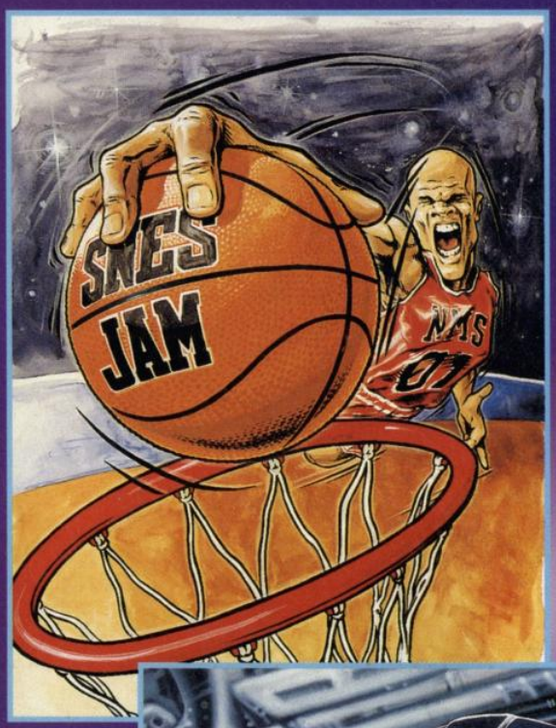
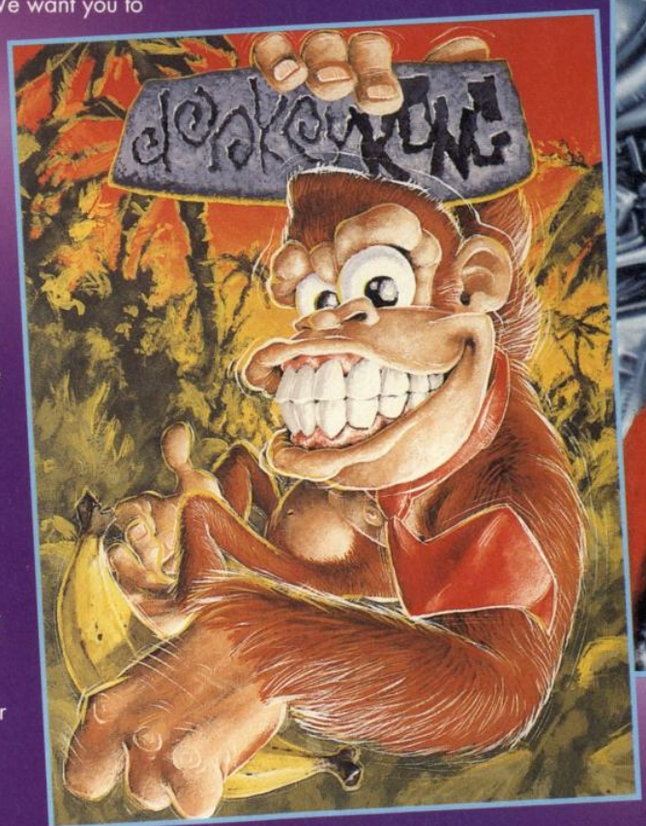
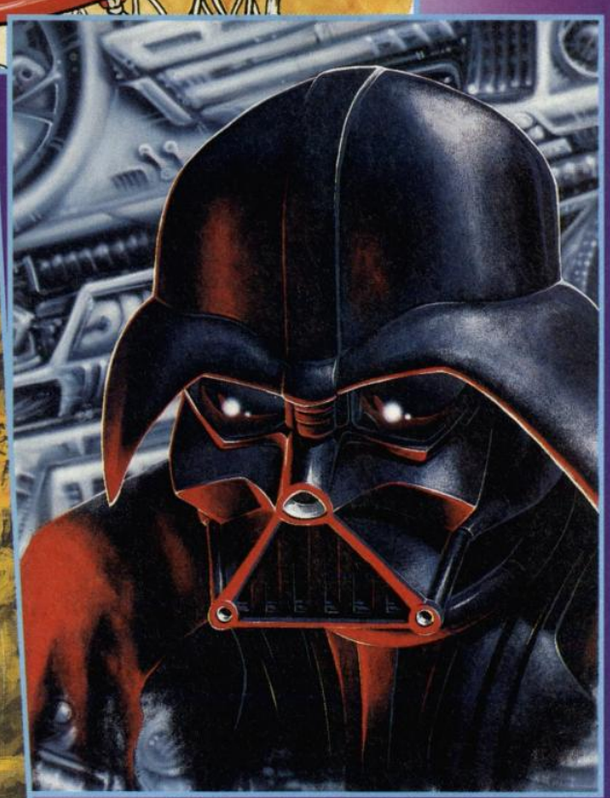


Okay, now in the preceding pages you will have read all about the people who work on this esteemed mag (and further down the mag you have an opportunity to make your very own Amos Wong dartboard, but that's another story).

Now we're going to give you the opportunity to let us know what you think really goes on here at NMS. We want you to either draw us a picture or write us a short story ('cause some of you complain about drawing comps 'cause you can't) about what a typical day is like here. The one that makes us laugh the longest and hardest will win their choice of the original art for one of our covers or posters plus a one year subscription to NMS plus a whole lot of Trielle Komix goodies!!! Two runners up will receive a one year subscription to NMS plus a special bunch of Trielle Komix goodies.





Just send your entry to Work, Hah!!!, PO Box A305, Sydney South NSW 2000 by Wednesday, April 26, 1995, making sure that you write your name, address and daytime phone number on the back of your drawing or story.

THE FINE PRINT

For reasons too long and complicated to go into here, the original art for some Nintendo Magazine System covers is not available, so please put your phone number on the back of your artwork so we can contact you to find out which one you want. The promoter is Trielle Corporation, 363A Pitt Street, Sydney NSW 2000 (A.C.N. 003 550 392). Entry is open to all residents of Australia and New Zealand with the following exceptions. Officers, employees, their immediate families and pets of the promoter, its advertising, sales promotion agency and printers are not eligible to enter. Entries close at the end of the working day, Wednesday, April 26, 1995. The winners' names will be published in a future issue of Nintendo Magazine System. Prizes are not transferable, nor are they redeemable for cash. The judges' decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is game of skill, not chance, and as such, all entries will be judged on merit. © Nintendo Co., Ltd. All rights reserved.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Ever dreamt of competing in the world of high performance motor sport? Pommie legend Nigel Mansell has immortalised (for a short time anyway) his stake in the hearts of F1 fans with this game. Join Nige for a HUGE season with your thumb to the A button as you challenge the world's best drivers on sixteen different tracks.

CART SPEC

- BY: GAMETEK
- RRP: $29.95
- RELEASE: OUT NOW
- GAME TYPE: DRIVING
- CART SIZE: 2 MBIT

GAME FEATURES

- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: No
- OPTIONS: Forget it!

GAME INFO

- GAME ORIGIN: Nigel was offered a deal to endorse this game. He accepted.
- GAME DIFFICULTY: Too erratic to judge.
- SCORE TO BEAT: Don't bother!
- ALTERNATIVES: Most Game Boy racing games like this are the same. Choose the one with your favourite driver's name on it.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Like trying to steer with your knees.

A — Go

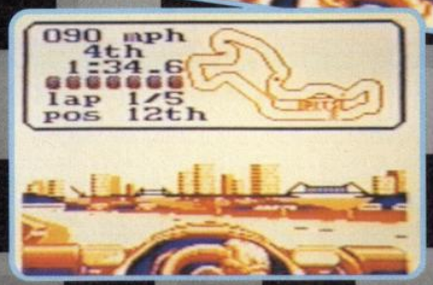
B — Woah!

S — START: Starts and pauses

S — SELECT: Choose options

GAME CREDITS

- DEVELOPED BY: GREMLIN
- DISTRIBUTED BY: NINTENDO
- MADE IN: UK
- ARTWORK: ©1993 GREMLIN



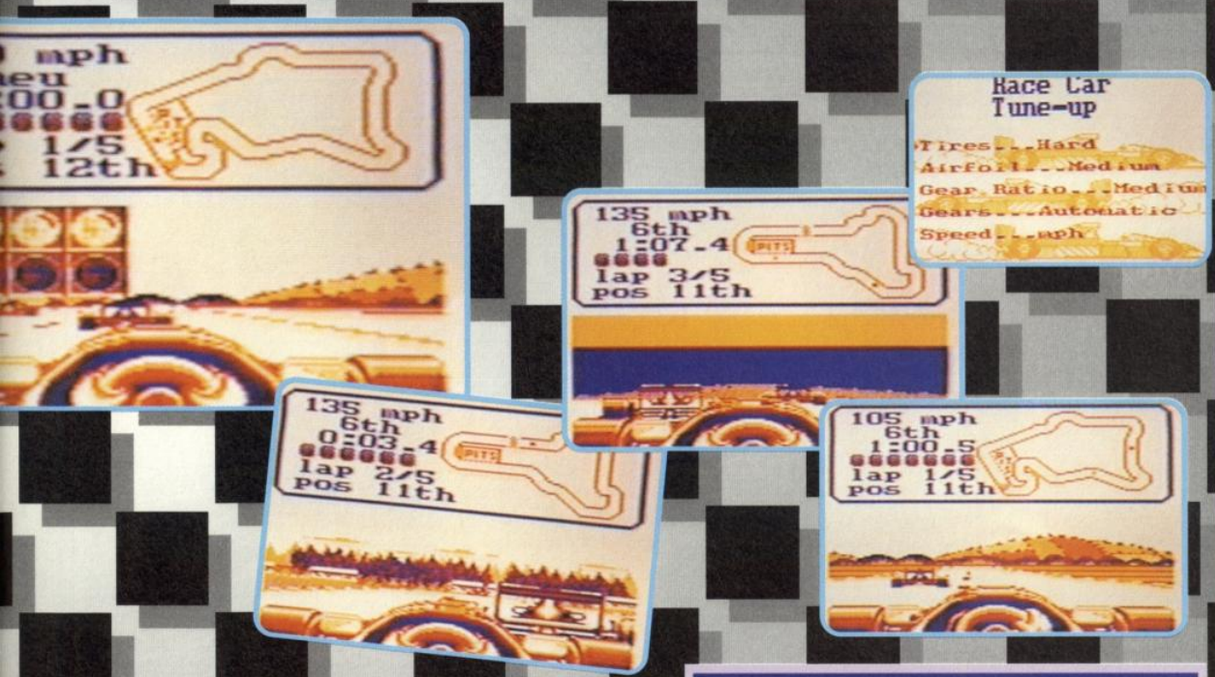
BRITISH LESSONS

In this game you are Nigel, but you can call yourself something less train-spotterish if you want to. First up, cruise into the Driving School to check out the skills required. This is always a wise idea, but one often bypassed by the urge to jump straight into the driver's seat. Road handling takes a bit to master but once you have there is little variation. The best thing about the driving school is that you don't have to drive. Press only the accelerator and good old Nige will steer the car for you!

If you do want to participate, the controls are simple: A is to be kept pressed at all times as it accelerates, B is never to be used because it is the brake, Left/Right steers and Up/Down shifts gears in manual mode.

Once every metre of the track is etched into your frontal lobe, choose Single Circuit Mode. This allows you to get used to the idea of racing against other vehicles. But, surprise, surprise, the other cars don't want to let you past. This is where the game tests your skills, especially on the narrower tracks. If you have the skill, choose the manual option for maximum car control.

NIGEL MANSELL'S WORLD CHAMPIONSHIP



ROUND, AND AROUND, AND AROUND

For total immersion in the Game Boy racing world, go for the Full Season option. Here your driving skills and your attention span will be tested to the full as you travel the world racing each circuit for championship points. The first six finishing positions are awarded points as follows: ten for a win, six for second then four, three, two and one point for sixth place.

Take heed of the track diagram screen, as this includes vital information such as track hints and weather conditions. For extra oomph, modify your vehicle in the Race Car Tune Up mode where you can choose to adjust your airfoil angle, tyre choice and gear ratio. If you're the kind of driver who attracts signposts on corners it is imperative that you pit stop every few races otherwise damage will force you out of the race and you'll miss those valuable points.

COMMENT

BLAKE 7

Despite the large range of options, Nigel Mansell's World Championship is rather eye-strainingly repetitive. Droning round and round without anyone else to play with is fun for short bursts only. It's a big plus to see all the great tracks on the F1 circuit but to get through a season's racing you really need to use the passwords as a qualifying lap and then the race itself does tend to take it out of you. But more experienced players among you might quickly tire of this game as it's quite easy to win once you have mastered the steering.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 60

▲ The rear ends of the other cars are fairly detailed and there's a nice still of Nigel.
▼ The frame rate is too slow and this causes problems such as other cars suddenly appearing.

SOUND — 40

▼ The usual droning buzz and crap title screen anthem.

PLAYABILITY — 65

▲ Easy to pick up and play.
▼ Don't expect a racing sim.

LASTABILITY — 50

▼ You'll either not want to play it at all or get bored halfway into the season.

OVERALL — 62

Poor Nige, I don't think he'd be too impressed if he saw this. We weren't.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC
- BY: THQ
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MBIT

GAME FEATURES
- NO. OF PLAYERS: One
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: None
- OPTIONS: Nyet

GAME INFO
- GAME ORIGIN: Based on a 'popular' TV series from the States that we've never heard of over here - probably because it's crap.
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Level 4
- ALTERNATIVES: Six million platform shooters. Choose one.

GAME CONTROL
- CONTROL: Joypad
- RESPONSIVENESS: Good

A — Jump

B — Jump, grab pipe

X — Time stall

Y — Kick, foot sweep, fire

L/R — Left: Nothing Right: Nothing

S — Start: Pause Select: Nothing

GAME CREDITS
- DEVELOPED BY: THQ
- DISTRIBUTED BY: THQ
- MADE IN: UK
- ARTWORK: THQ

You might need a neck brace for this one.It is 2193. It is 1993. Mordacai Sahmbi is alive and, well, not even close to being born yet. However the effects of this Nobel Prize winning scientist's schemes are damaging and viewed as diabolical in any age! By means of his Trans Time Research and Experimentation (TRAX) Sahmbi has developed TXP - a chemical which allows the human body to travel through time. This is some achievement in itself, but Sahmbi wants more: He wants to rule the world!

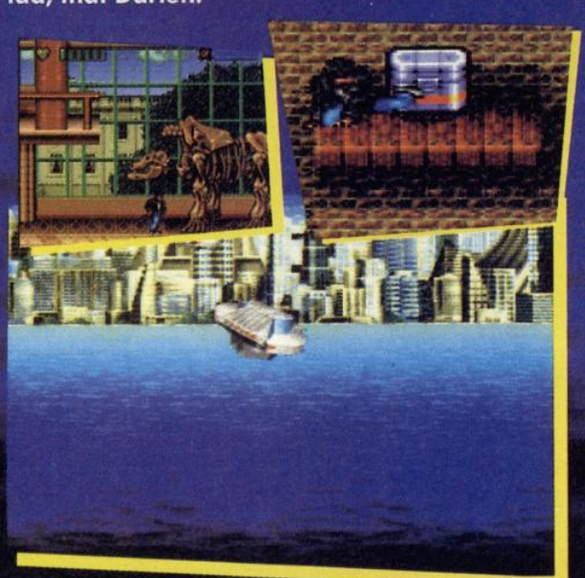
To maintain his ambition, the villain makes several dangerous criminals very happy by sending them back in time to a point where - on paper at least - they don't exist. In exchange for their virtual freedom they are requested to change history in Sahmbi's favour, no matter what the cost - even human life.

Enter Captain Darien Lambert, honest-to-goodness cop of the 22nd century and the man whose job it is to thwart Sahmbi's stinking schemery. For the first time in his life Lambert is faced by a task so great even he cannot manage it alone, which is why one player is asked to aid Lambert in returning the fugitives to their wrongful place in history. The many criminal organisations for which these terrorist time travellers are responsible make for a tough job, but somebody's got to do it; has done it; is doing it... (?!)

TIME TR

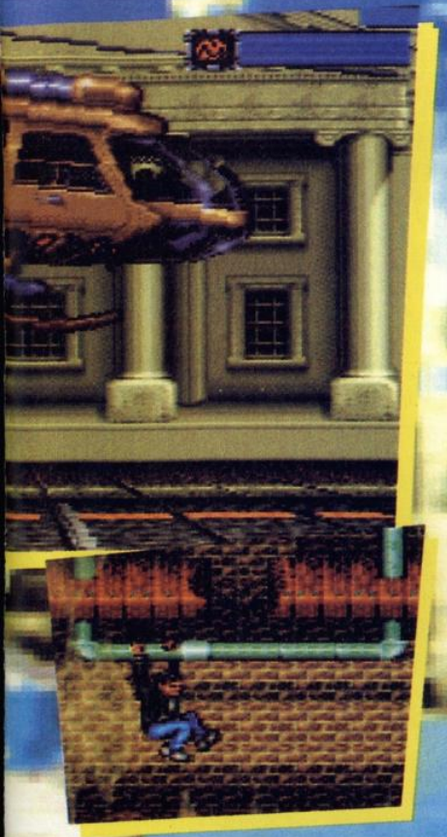
STALLING FOR TIME

When the everyday hustle and bustle gets too much for our lad Darien what does he do? Relax in a Radox bath? Enjoy a few "sherbets" down the local hostelry? Does he heck! He exercises his Beta Waves - whatever they are - and effectively slows down the rate of the visual images reaching his brain. In other words everything goes into slow motion whilst he remains at his normal speed and he is able to dodge speeding bullets and the like. Clever lad, that Darien.



HE'S PACKING A PEA-SHOOTER

In the twenty billionth century, or wherever it is that Darien is supposed to hail from, firearms as we know them have been totally banned by the powers that be. Something about them being "too noisy" and "ooh! you could have someone's eye out with that". Whatever. Anyway, the laughably-titled Pellet Projection Tube, or PPT, is now the norm Police issue sidearm. This unlikely sounding weapon doesn't actually kill your enemy, rather it shoots a tiny chemical pellet that stuns them for a short while giving you ample opportunity to get in close for a bit of Mash Ti.
Get in there, my son!



RAX

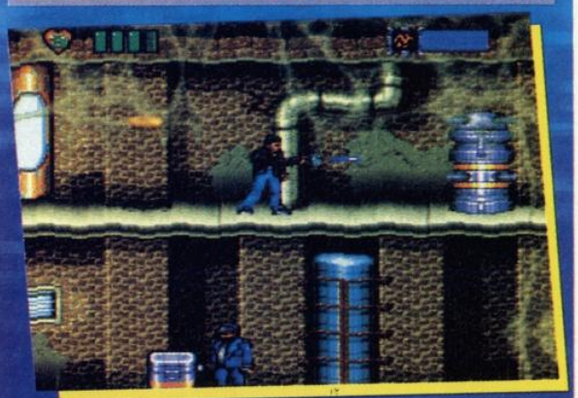
MASH IT UP

Is there no end to our lad's talents? Apparently not, for when he's not shooting bad guys and guyesses with his eco-friendly pellet gun or slowing the odd bit of time down he's indulging in Mash Ti, a martial art with its roots not in ancient oriental culture but from a time yet to come (that's the future). Mash Ti involves a lot of close-up combat, hanging off pipes and kicking people, punching them when they're not looking, giving them nasty Chinese burns and stuff like that. Mash Ti appears to owe more to the ancient British martial art of football terrace fighting than it does to more respectable ones like karate.

COMMENT

PAUL

Well, what a turn up for the history books! Finally someone has taken the care to produce a licensed game that honours its namesake. Rather than disguise any old platformer beneath the relevant attire, Time Trax goes several exciting steps further in making use of the little known program's most interesting factors. Not only are Lambert's surroundings familiar but his skills match those he possesses in the series. At the very least Lambert is skilled in the martial arts and these attributes are put to effective use when unarmed combat is required - which is often. So, unlike many platform heroes, Lambert is largely unrestricted - being able to defend at close quarters when necessary instead of relying too heavily on his firearm for comfort. Lambert also blocks, which is useful. For once the various pick-ups aren't just spurious extras either, with most serving to enhance Lambert's abilities rather than supply him with useless points. Most enemies are smart - especially the bosses - and there are many secret items stashed in all eight, challenging levels. All this and the presentation is of a very high standard too. Time Trax is one heck of a trail blazer, supplying enough sights to interest the most well travelled games player.



COMMENT

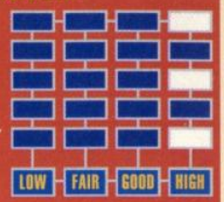
ANDY

I wondered if the day would ever come when I'd say this - THQ have made a decent game! Time Trax is a real platform/beat 'em up fan's dream. The presentation and graphics are great with moody tunes to match the futuristic action. It's long and tough enough for those who complain about platform games lacking challenge and there's a plethora of fightin' and shootin' moves to satiate the most bloodthirsty beat 'em up fan. There's also a host of other stuff, like special pick ups and secret rooms and even unseen marksmen taking pot-shots at you from off-screen, just to spice the proceedings up a little. In short Time Trax is one of the slickest games we've seen for quite some time. Go get it.

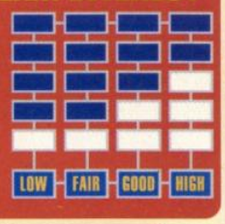
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN



LONG-TERM INTEREST



GRAPHICS

▲ On the small side but nicely detailed and there's always plenty going on.

87

SOUND

▲ Minimal tunes add to the atmosphere. Good speech samples and explosions too.

86

PLAYABILITY

▲ It's responsive, there's plenty of moves and loads of secret rooms to locate.

89

LASTABILITY

▲ It's tough as old boots and eight levels long too. With the lack of password it'll be a while before you finish this one.

86

OVERALL

A decent platform beat 'em up with enough moves, secrets and challenge to keep even the most hardened gamers quiet for quite some time. And all this from THQ too!

87

what!!!

You don't have every single copy of Nintendo Magazine System to ever grace the newsstands??!!!???

How could ever call yourself a true believer???!!!

What you need are BACK ISSUES!!!!!!!

NMS 1 REVIEWS SNES: Super Star Wars, Road Runner, Lethal Weapon. NES: Spiderman: Return Of The Sinister Six, Battletoads. GB: Super Mario Land II, Incredible Crash Test Dummies. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 7 REVIEWS SNES: Super Mario All Stars, Street Fighter II Turbo, Tazmania, Nigel Mansell's F1 Challenge, Wayne's World. NES: Elite, Super Turrican. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 13 REVIEWS SNES: Mario & Wario, Alfred Chicken, Young Merlin, Biometal, Super Off Road - The Baja, T2 - The Arcade Game, Battleclash, Championship Pool. NES: Kabuki Quantum Fighters. GB: Popeye, Bart & The Beanstalk. **GUIDES**: Super Bomber Man (SNES), Super Mario Bros 1, 2 &3 (NES), Jurassic Park (SNES).

NMS 2 REVIEWS SNES: Starwing, The Lost Vikings, King Arthur's World, Desert Strike. NES: The Simpsons - Krusty's Fun House. GB: Alien 3, F-15 Strike Eagle. **GUIDES**: Street Fighter II (SNES), Legend Of Zelda: A Link To The Past (SNES).

NMS 8 REVIEWS SNES: Super Bomber Man, Boxing Legends Of The Ring, Mario Is Missing, Another World, California Games II, Kevin Keegan's Player Manager, Pocky & Rocky. NES: Eliminator Boat Duel. **GUIDES**: Tom & Jerry (NES), Starwing (SNES).

NMS 14 REVIEWS SNES: Clayfighter, John Madden Football '94, Pac Attack, The Jetsons - Invasion Of The Planet Pirates, NHL Hockey, Megaman X, X-Kaliber 2097. NES: Super Off Road. GB: Kirby's Pinball, Metroid II. **GUIDES**: Solstice (NES), Zombies (SNES), Jurassic Park (SNES).

NMS 3 REVIEWS SNES: B.O.B., NHLPA Hockey, Blues Brothers, Spindizzy Worlds. NES: Jetsons, Ferrari Grand Prix. GB: Agro Soar, Lemmings. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 9 REVIEWS SNES: Batman Returns, Daffy Duck, Goof Troop, Parodius. NES: The Flintstones - The Rescue Of Dino & Hoppy, Double Dragon III. GB: NBA All-Star Challenge. **GUIDES**: Mortal Kombat (SNES & GB), Eliminator Boat Duel (NES), Alien 3 (SNES)

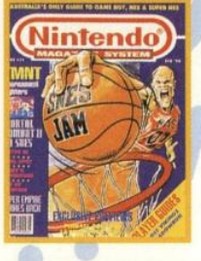
NMS 15 REVIEWS SNES: Super Metroid, Plok, Shanghai, Secret Of Mana, Suzuka 8 Hours. NES: RC Pro Am 2, Mr Gimmick. GB: Road Rash. **GUIDES**: Young Merlin (SNES), Zelda - Link's Awakening (GB).

NMS 4 REVIEWS SNES: Addam's Family - Pugsley's Scavenger Hunt, Prince Of Persia, Mario Paint, John Madden Football '93. NES: Batman. GB: Krusty's Fun House, The Flintstones - King Rock Treasure Island. **GUIDE**: Legend Of Zelda: A Link To The Past (SNES).

NMS 10 REVIEWS SNES: Equinox, Yoshi's Cookie, Super Turrican, Flashback, Aero The Acrobat, Zombies Ate My Neighbours, Rocky Rodent. GB: Legend Of Zelda: Link's Awakening, Adventure Island 2, Pang, Felix The Cat. **GUIDES**: The Jetsons (NES): Parodius (SNES), Super Mario World (SNES).

NMS 16 REVIEWS SNES: Desert Fighter, Jungle Book, Chaos Engine, Fun & Games, Turn & Burn, Claymates. GB: Lawnmower Man, Jungle Book, Battletoads, The Real Ghostbusters. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Shigeru Miyamoto interview.

NMS 5 REVIEWS SNES: Alien 3, Super Strike Eagle, Shadowrun, Mech Warriors, Jimmy Connors' Tennis. NES: Bartman Vs. Radioactive Man, Hyper Soccer, World Cup Soccer, Kick Off, Goal Two. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).



NMS 11 REVIEWS SNES: TMNT Tournament Fighters, Choplifter III, Super Empire Strikes Back, R-Type III, Major Title, Skyblazer, Cool Spot, Art Of Fighting. NES: Bubble Bobble, Kirby's Adventure. **GUIDES**: The Lost Vikings (SNES), Shadowrun (SNES).

NMS 17 REVIEWS SNES: Stunt Race FX, Spectre, Dragon, SOS. NES: Jungle Book, Pac Man. GB: Ms Pac Man, Donkey Kong, Tetris 2. **GUIDES**: Super Metroid (SNES), Zelda - Link's Awakening (GB).

NMS 6 REVIEWS SNES: NBA Basketball, Tiny Toon Adventures, WWF Royal Rumble, Mortal Kombat. NES: Jurassic Park, Aussie Rules Football. GB: Jurassic Park. **GUIDES**: Super Mario Land 2 (GB), Starwing (SNES).

NMS 12 REVIEWS SNES: NBA Jam, Ren & Stimpy Veediots, Aladdin, The Flintstones - The Treasure Of Sierra Madrock, Yoshi's Safari, Fatal Fury, Rock 'N' Roll Racing. NES: Darkwing Duck, Mighty Final Fight, Jimmy Connors' Tennis. GB: Garfield. **GUIDES**: Zombies, Zelda II: The Adventure Of Link (NES).

NMS 18 REVIEWS SNES: Super Street Fighter II, Mortal Kombat II, Eye Of The Beholder, Spiderman & Venom - Maximum Carnage, Super Adventure Island, Ranma 1/2 III. GB: Kirby's Dream Land, Cool Spot. **GUIDE**: Zelda - Link's Awakening (GB). **PLUS**: Behind The Scenes Of The Street Fighter Movie.

NMS 19 REVIEWS SNES: Vortex, Smash Tennis, Star Trek TNG - Futures Past, Legend. NES: Teenage Mutant Ninja Turtles, Ultimate Air Combat. GB: Alien Vs. Predator, Lucle. **GUIDES**: Mortal Kombat II (SNES), Super Metroid (SNES).

NMS 20 REVIEWS SNES: Donkey Kong Country, Micro Machines, Brett Hull Hockey, Lemmings 2, ESPN Baseball, Metal Combat. GB: Mortal Kombat II, Itchy & Scratchy Miniature Golf Madness, Ducktales 2. **GUIDE**: Stunt Race FX (SNES). **PLUS**: Rare Software interview.

NMS 21 REVIEWS SNES: Earthworm Jim, Ren & Stimpy Time Warp, Mickey Mania, Super Morph, Mickey's Ultimate Challenge, Drop Zone, Radical Rex. NES: Smash TV. GB: The Flintstones, Micro Machines. **GUIDE**: Stunt Race FX (SNES).

NMS 22 REVIEWS SNES: Super Return Of The Jedi, Beastball, Illusion Of Gaia, Mighty Max, Pitfall, Jammit, Barkley Shut Up & Jam. NES: Wario's Woods. GB: Jurassic Park 2, Wario Blast, Game Boy Gallery, Mighty Morphin' Power Rangers. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Street Fighter Movie.

NMS 23 REVIEWS SNES: Syndicate, Street Racer, Super Punch Out, Capcom's Soccer Shootout, Wario's Woods, Kid Klown In Crazy Chase, The Lion King, Jurassic Park 2. NES: Kick Off. GB: Soccer. **GUIDE**: Donkey Kong Country (SNES). **PLUS**: Anime/Buichi Terasawa Interview, Argonaut Interview.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KONAMI
- PRICE: IT'S OLD SO IT'S CHEAP
- RELEASE: THREE YEARS AGO
- GAME TYPE: SHOOTER
- CART SIZE: 8 MBIT

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Difficulty, lives, sound test.

GAME INFO

- GAME ORIGIN: Contra appeared in the arcades ages ago and has been on many formats since.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: See if you can finish it on one life. We can!
- ALTERNATIVES: Jurassic Park II, Alien 3.

GAME CONTROL

- CONTROL: Joypad
- RESPONSIVENESS: Excellent

A — Smart bomb

B — Jump

Y — Shoot

X — Change weapon

L/R — Left: Rotate left
Right: Rotate right

S — Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: NINTENDO
- MADE IN: JAPAN
- ARTWORK: © 1992 KONAMI

Earth, the alien invasion capital of the universe, is under attack yet again by undesirables from the nether regions of space, so it's time for all you dead hard tough guys to crawl out of the woodwork and fight for your planet!

Oooh! Right between the legs! That's gotta hurt, even if you're a robot!

Big men with big guns. That's what this game is all about. Except for the Pal version, which for some strange reason has robots instead of humans...

Mein Gott! Creative use of Mode 7!

COMMENT

AMOS

Blowing away huge alien invaders with big guns isn't the most original premise for a game, but this classic from Konami (also known as Contra III in America and Contra Spirits in Japan) still has a lot to offer. The graphics and sound aren't exactly cutting edge anymore but it's still one tough mother of a game with that magic addiction factor once you settle into the action. If you're into the *Alien* movies and Japanese sci-fi anime you'll enjoy the look of the game; the bosses are huge to the max, the mecha design is pretty cool and stages two and five switch to an overhead view with spinning Mode 7 terrain which give some variety to the blasting. Best of all is the simultaneous two-player mode; it's always more fun to have a friend join in to kick some alien butt! With substandard garbage passing as "action-packed platformers" being churned out everywhere, Contra III proves that newer isn't always better.

SUPER PROBOTECTOR

In this stage you use the L and R buttons to spin the screen around.

BIG GUNS!

There are six powerful weapons at your disposal as well as the ubiquitous smart bomb which destroys all minor enemies in a crimson burst. Two weapons can be carried at once and you can swap between them at any time with a press of the X button. By holding down the R button you can fix your position and independently aim your weapons in any direction. Hold both the L and R buttons while firing and you will spin through the air firing both weapons at once!

Standard: Not to be sneezed at, despite its puny appearance, the standard blaster will punch holes through just about anything and its continuous firing rate is an advantage in many circumstances.

Spread: Weaker than the standard weapon, the spread gun is most useful for taking out airborne enemies but also shows its worth in the top-down stages.

Laser: As you would expect, the laser cuts through everything like a hot knife through butter. The only drawback is the relatively slow recharge rate: you can't fire again until the first shot is off screen.

Missile: The rapid fire missile launcher packs a hefty wallop and makes mince meat of even the bosses. Unfortunately, it doesn't have a great range.

Homing Missile: No matter where you send these babies off from, they'll find their target. Of course, you need to send a hell of a lot of them off to do serious damage, but what the heck, you've got auto fire!

Flame Thrower: Possibly the most satisfying weapon to use, but it only becomes available from stage two onwards. Limited distance, maximum destruction!

COM-

ANDREW

This was THE game which made me buy a Super NES when it came out. The graphics, at the time, were jaw dropping and even to this day are still some of the best you'll see on a Super NES. Of course, graphics mean jack if the gameplay isn't up to scratch but there's nothing to worry about here, this is pure adrenaline-pumping action at its best. There are many other stroll 'n' shoot games about, but few display the inventiveness and attention to detail shown here. The token Mode 7 stages have become quite popular lately but this is the only game in which they provide as much enjoyment as the rest of the game. The only thing I can think of to whine about is the fact that there is only six stages, which is a shame really, because once you get into the blasting frenzy you never want it to stop!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION	■	■	■	■
CHALLENGE	■	■	■	
REFLEXES	■	■	■	■
ORIGINALITY	■	■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■		
YEAR	■			

GRAPHICS — 91

▲ A variety of highly varied backgrounds and some truly terrifying bosses!
▼ Some of the sprites may seem a little small by today's standard.

SOUND — 89

▲ A continuous barrage of intense, atmospheric tunes to blast away to and some chunky explosions.
▼ Some of the minor effects are somewhat standard.

PLAYABILITY — 95

▲ Yum yum! Deliciously responsive controls make the blasting action an utter joy! Fast, smooth and never a dull moment. The two player option is the icing on the cake!

LASTABILITY — 88

▲ No matter how many times you play it, it never becomes dull.
▼ It does, however, become a bit of a walk through once you've finished it a few times.

OVERALL — 93

A bonafide classic that well and truly stands the test of time. You must play this!

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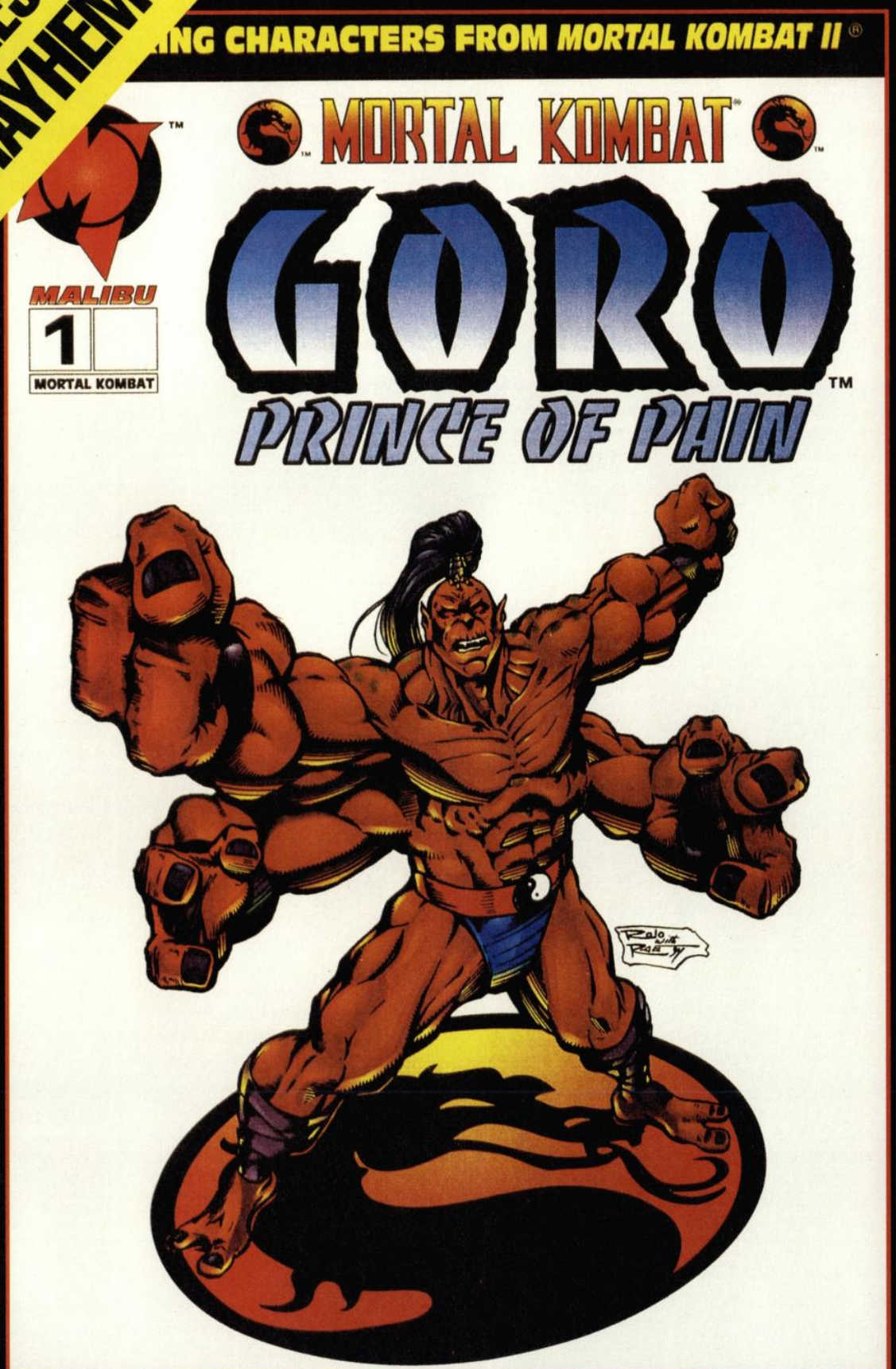
MORE PAGES!
MORE MAYHEM!

...NG CHARACTERS FROM *MORTAL KOMBAT II* ®



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• make your very own •

AMOS WONG DARTBOARD

Due to popular demand I'm afraid that we have had to make the ultimate sacrifice (of one of our staff that is). We're giving all our readers the opportunity to make their very own Amos Wong Dartboard. Yes now you can have the least popular man at NMS pinned to the back of your bedroom door with the sharp implement of your choice.

Just cut out this page, stick it to some foam or something like that, and take aim!

Here well stuck into a new year and there's been a subtle shift in the Mailbag from questions about censorship to queries about the impact of the Ultra 64 on the Super NES. Send your words of wisdom, or the nearest you can manage to Mailbag, PO Box A305, Sydney South NSW 2000.

mailbag

DEAR FAT BOY
First I'd like to say that NMS is the best video gaming mag in this crappy country or ours. But what I really think sucks is the tiny reviews on Game Boy games, and the comments on some are usually longer that the review itself and they're usually only one page reviews with only a few pictures - some of the pictures sent in by readers are really crappy. I think that's all I wanted to get off my chest. Could you list your five fave games or your five recommended games for the Game Boy.
Wario
P.S. Publish this letter or I'll hunt you down, feed you health food for a whole week, then I'll cut your eyes out and slit your guts open and leave you to die a slow and painful death.

Wario, Wario, Wario. It's the same old story. Game Boy owners want more and longer Game Boy reviews; NES owners want more and longer NES reviews and Super NES owners, well they just want to give the other consoles the flick full stop. We cover all formats, this means that we give some games one page reviews, and they could be games from any format, not just Game Boy ones.
As for five Game Boy games no hand held Nintendo owner should be with out. I'd nominate: Wario Land, Zelda - Link's Awakening, Donkey Kong, Wario Blast and Tetris.

DEAR FAT BOY
This is for Matt from Dinmore, Qld, (Mailbag issue #21)
I was saddened to hear of your heartache at having salespeople look at you funny for buying a Super NES at 18. Matt, YOU MAKE ME SICK! Gaming is a lifetime addiction. Trust me, I'm 24. It gets worse! You sick little monkey! Why I ought...
Carlos
Fairfield, NSW

Well, yes, it's true that the N disease strikes those of all ages and there is no known cure.

DEAR FAT BOY
This is my second letter to you, but you didn't print the last one! Why don't you print people's letters? If you have too many do you throw them out or what? Get your act together!
Y'know, I reckon the NMS crew are legends but when I flicked onto the NMS Questionnaire I was a little peeved to find the "How many games do you buy a year?" question with a box for "20 or more" written next to it. What do you think we are super rich or something? Its like when you see a game over 90%, you say rush out and buy it with our piles of cash! I have to be satisfied with one (yes, one) game a year (but I have talked to my parents about this). Not all of us are rolling in dough!
Who is your favourite character(s) on SSFII? I like Ryu, Ken, Vega or Fei Long. One last question do you people at NMS like Pamela Andersen? I reckon she is BLOODY nice! Shame about her acting though. Well see ya.
A. Barker
Redwood Park, SA

If I printed all the letters to be it'd take up the entire magazine, in fact I believe I've already been into this subject on this page already. As for the questionnaire it is designed to cover everyone who reads NMS and despite what you think you are not the only one, so we have to make the questionnaire as broad as possible to cover all the possibilities. As for Pamela Anderson, yes, well she is a certified babe isn't she?

Craig Zammit of Yagoona NSW sees our cartoon heroes debate the pros and cons of life.

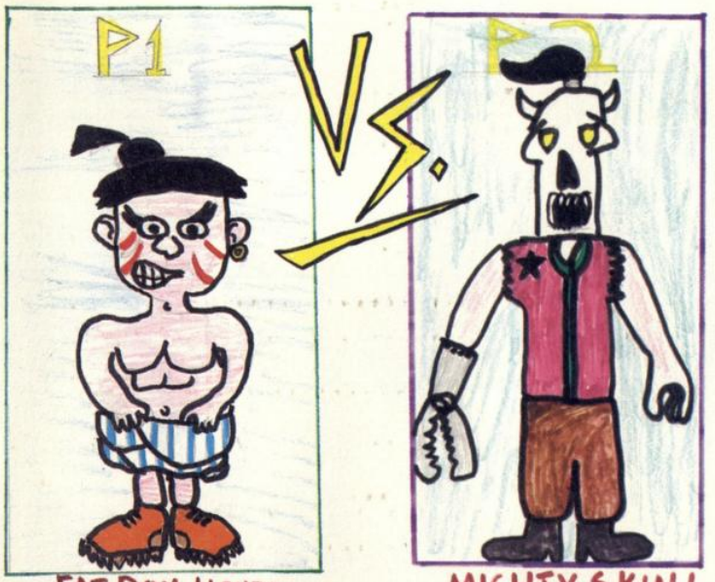
DEAR OBESE ONE
Hello, hello, hello, hello. It's in the national interest if you publish my letter. I want you to know that it was us who booked you into Camp Slob for their one month ridicule and starvation programme. Did it work, or are you still a fat jerk?
On a more serious note, myself and many other NMS readers are wondering what will happen to the Super NES after the Ultra 64 is released will the Super NES be condemned to the ranks of the lowly NES, with few new releases? Please answer this, as I am losing hair over it.
Also, when will game programmers start making decent soundtracks? Personally, I am very sick of the generic ditties we constantly hear in games. Why don't game designers make soundtracks of songs people actually like?

DEAR FAT BOY
I am not like any of those sick puppies who write in wasting your precious room asking for some stupid Lonely Heart Section. Your mag is not a crappy dating mag for desperate bums. It's a fabulous Nintendo magazine for the best system around. Instead of having a crappy Lonely Hearts Section, you could include in your mag a suggestion section. Where people with brainbusting ideas can write in and tell you and then pass the best ones along to the Nintendo manufacturing centre and presto, a new game.
I have an idea that has probably already been thought of, but no one is doing anything about it. Why don't you make a Legend Of Zelda collection? Just like Mario Allstars. We could have Zelda 1,2, 3 and 4 in one cartridge. You could put it on all Nintendo systems (Super NES, NES and GB). Now do you think the Suggestion Section would be much better than a Lonely Hearts Section?
Thank you for your time Nintendo Rules Forever!
Mark "Nintendo Freak" Stephens
Hoppers Crossing, Vic

Now this is not such a bad idea! We'll set up a special section for your best and/or silliest game suggestions. Just send them to Move Over Shiggy Baby, PO Box A305, Sydney South NSW 2000, and we'll publish the best.

Anyway, that's enough whining from me. Please publish this or I will see to it that you be admitted to Camp Slob. I hope you like my pictures. Have you seen your toes recently?
Until next time, your dedicated fans,
Eddy Vedder and Kurt Cobain
Seattle, Washington
P.S. Please excuse my handwriting, no one else does.
P.P.S. Invest in hairballs.

You booked me into Camp Slob! Hah! Hey, and isn't one of you supposed to be dead anyway?
As for the the Super NES, well sure, I figure that it's not going to be with us forever, but although the Ultra 64 will be released this year, games like Donkey Kong Country and Stunt Race FX show that there's still plenty of life in the old 16 bit beast yet. So don't chuck out your Super NES quite yet, I'm sure you'll find quality games released for it for years to come.



Hmmm, just another day at the office for Fat Boy and Skull according to B. Tuppack from Dalby Qld.

DEAR FAT BOY
When I grow up I wish to be a crash test dummy.
Minchiballs
Broken Hill, NSW

You can do anything you like, just don't do it here.

DEAR FAT BOY
I think the Game Boy ads are a load of rubbish because I tried putting my pet ferret down my trousers and I found it more fun than playing my Game Boy.
Love from
Someone who would 'love' to meet you
P.S. Mind you it improved my gameplay.

I bet it did.

DEAR FAT BOY
I was just wondering if you know what it is that Mario and all of his friends spray onto themselves and their Karts to stop them melting into a gooey mess when they fall in the lava? I really want to know, cause the other day when I was driving to kinder I had to powerslide around a corner to escape the red shell that the bloke in the BMW behind fired, discovered a bloody Flopping Cheep Cheep in my way, dodged through it, only to go flying onto a zipper, was flung through the air, missed the road, and ended up in the lava!! It took me a whole hour to glue myself together, therefore I was late to kinder and had to sit in the corner and miss out on fruit at lunchtime. So, if you know, please tell me.
Bog Bog

No I don't, now go away!

DEAR FAT BOY
Could you please pass on this message to Baragoon.
"You smell Baragoon!!"
Yanni Scott-Davis
Bellangry, NSW

With pleasure.

Ben Wright from Proston Qld lets the whole family get in on the game.

DEAR FAT BOY
I would like to say to Mr Prassard thank you for your story to NMS #21 but did you know Apu now sells Ant and White Ant Jerkeys and he also sells Anteater's Carcass Squishys! Okay onto the good stuff!
Why won't the Australian government stuff this censorship? I mean it's more strict than TV! I heard this statement that some uninformed person wrote saying that "Computer/video games are nothing more than a sick manifestation of violence to desensitise children and make them more susceptible to media control." Get a brain mate! Books are a distraction from reality, TV is a distraction from reality, even sleeping and dreaming is a distraction from reality.
My own mother, the Aardvark Empress won't even let me hire violent games from Aardvark Video (even though I hired Mortal Kombat II once because my cousin Armadillo King encouraged me to hire it, so I did but my brother Aardvark Prince said that he would have nightmares that night) and believe it or not I have hired nearly every platform game in the video store! That's it from me gotta go and play Mario Kart, bye!
Aardvark King
Aardvarkland, Australia
P.S. You had better print this or I'll lock you up in our dungeon!
P.P.S. If you print this I will send you $900,000,000,000,000,000,000 NOT!!! I'll send you $1.00. Happy?!

TO FAT BOY (GOD OVER ALL, EVEN RAYDEN)
A while back didn't you have some sort of readers poll over what was better MK or SF2, what were the figures over that? My friend and I (Peter M) would like to know if you have recovered from your visit to the fat farm. In your opinion what is better SSF2 or MK2? But Peter likes SSF2. Oh yeah, I don't know if you have Sizzler restaurants in NSW but in SA they have a latest desert chocolate hedgehog! Only made from the bluest, biggest, 90210 loving, Ren & Stimpy hating hedgehogs.
Oh well gotta go and see what the video shop has to hire.
Graham Boyes
Aberfoyle Park, SA
P.S. How much do you actually weigh?
P.P.S. Please, please, please publish this letter or I won't eat my daily hedgehog.
P.P.P.S. If you don't I will keep writing until my name is a forbidden word at NMS heh, heh, heh!

How much I weigh is classified information! Not even my doctor knows how much! However back to your query about the Street Fighter vs. Mortal Kombat poll. In that instance, SF came out ahead, however it's probably about time for another face off between the two beat 'em ups. Which is your favourite? Send you answers to Mailbag at the address at the top of this page.

Ahh, Mr Prassard's fan club continues to expand... But the subject of censorship continues to worry game players around the country, though on the whole Nintendo players are not affected. Occasionally there's a silly situation where someone goes into a shop with his mum and isn't allowed to play MK2 (see Mailbag last issue), but on the whole you can still buy whatever game you want. Unfortunately this country is run by a bunch of middle-aged old hasbeens who think anyone under the age of 18 should be seen and not heard.

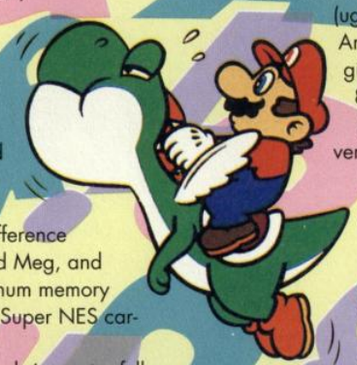
DEAR FAT BOY
Please print my comic or I'll, I'll, I'll ... I can't do anything can I? Oh well, on to a few questions.
1. Will Doom be release to Ultra 64? I suppose if it isn't released on V.R., you'll eat someone right? If it is will the graphics be better than PC?
2. Do you know anything else about the Ultra 64? Like for the cost of the games etc.?
3. If I ask for back issue 4, can you photocopy the pages, cause I'm sure you file away the copies, just if someone ask a question that relates to that mag.
Finally, I'll say it once. If any of you lunatics out there want to complain about releases being late, don't write to or ring up NMS, instead write to Nintendo Australia's head office at Private Bag 16, Mulgrave North, Victoria 3170. But you'd wanna have a good reason.
The Durex
Gladstone, Qld
P.S. Please print this letter and my comic and I'll become your personal stool (if I have to) ... Ouch!

Er Mr Durex is it? Here's some answers to your questions, but your comic will have to wait. 1. Yep, and Andrew is positively damp with excitement at the prospect. 2. Not yet, but I expect an announcement any moment now. 3. Don't you think we have anything better to do? Now as for your query about games and their release dates, Nintendo Australia only handle first party games (Mario, Zelda, Donkey Kong etc.) and a few third party games like Super Street Fighter II and Secret Of Mana. For other games you can write to either Metro Games, PO Box 255, North Melbourne Vic 3051 or Sony Electronic Publishing, 11-19 Hargrave St, East Sydney NSW 2010.

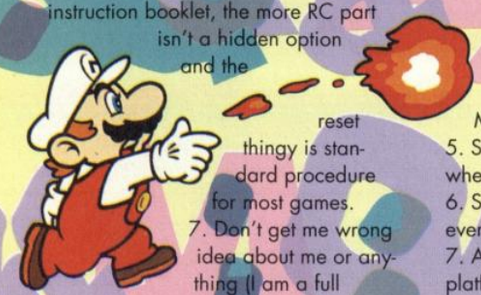
This month Q&A gets a nice new header courtesy of Tony Lay (he was a winner in the Codex Comp), insults a few readers, asks "Who is the best looking woman in video games?", and questions the hype surrounding Donkey Kong Country. And more too, probably. If you feel you have something to add to these pages, send it to Skull's Q&A, PO Box A305, Sydney South, NSW 2000.

Q 1. Is there any possibility that Rare is going to bring out a racing game for the Super NES that has fully rendered graphics like DKC?
2. What is the difference between Mbit and Meg, and what is the maximum memory you could fit in a Super NES cartridge?
3. Why don't they bring out a full, proper flight sim joystick for the Super NES?
4. Can you compare the capabilities of the Mega Drive to the Super NES?
5. In what issue did you review Starwing and what ratings did it get? I got it with my Super NES and I think it's one of the best games you can buy!
6. Whoever put the Stunt Race FX tips in the NMS #21 tips section is a total loser! The diagonal viewpoint is in the instruction booklet, the more RC part isn't a hidden option and the reset thingy is standard procedure for most games.
7. Don't get me wrong idea about me or anything (I am a full blooded N-head), but what is Sonic (ugh!) the game really like? And what rating would you give it?
8. What would happen if you stacked all the convertors and cheat carts on top of each other?

— Chris McNeilage, Park Orchards, Vic.

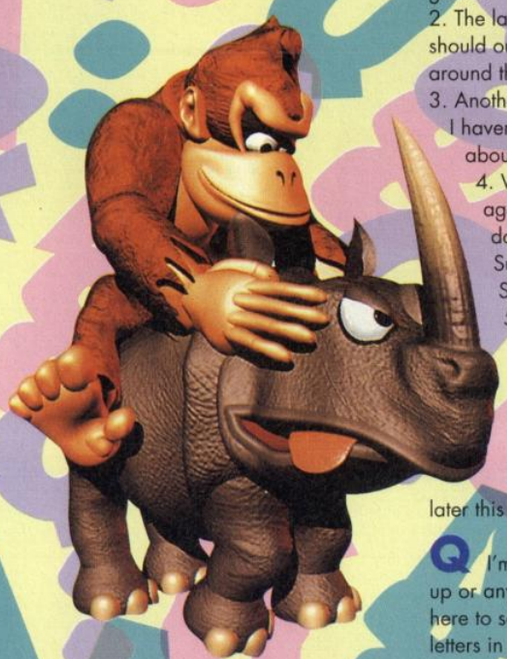


A Skull: 1. They might be, but if they are they haven't told anyone yet.
2. Meg is a misleading term because it is used as an abbreviation for both Megabit and Megabyte. Super NES carts are measured in Megabits (Mbit), and there are 8 Megabits in a Megabyte. The biggest Super NES cart is currently 32 Mbits, although there is a 44 Mbit cart on the way. In theory, the only limit is the technology available, as I'm sure one day they'll come up with a way to fit hundreds of Megabits on a Super NES cart.
3. Because there aren't any proper flight sims available for the Super NES.
4. The Super NES is good, the Mega Drive is crap.
5. Starwing was reviewed in NMS #2, where it got an overall rating of 96.
6. So, what's your problem? Not everyone knew about them.
7. All the Sonic games are average platform games (except the pinball one, which is an average pinball game) and they seem to have gotten worse with each instalment. I've only played the first two games, and if they appeared on the Super NES, hedgehog or no hedgehog, I wouldn't give them more than about 50 or 60.
8. You would have a stack of converters. And a blown fuse in your Super NES.



Q Dear Skull,
I have been playing Donkey Kong Country for the last three weeks and it only took me about six hours of gameplay to finish it. It took me three months and God knows how many hours to finish Super Mario World. DKC wasn't really an adventure because, unlike SMW, it hasn't got secret levels, only bonus stages with extra lives. In SMW you had to find keys, switch palaces and solve a few puzzles. These elements of gameplay really set it apart from any other platform game I've played. Another thing is the power-ups available to Mario like the cape, fireballs, invincibility and Yoshi, etc. Donkey and Diddy have no such power-ups to speak of, how slack! Sorry to say, but the graphics in DKC are the only things which make it outstanding. I know it sounds sad, but Mario is definitely the king of platform adventure games and the hero of the world!
— Ben C., Tamunda, SA

A Skull: Yes, exactly. As Shigeru Myamato was heard to say when DKC was first unveiled, "Nice graphics."



Q Dear Skull,
You are the wisest being in the galaxy so I have sent the following questions to you.
1. Is Powerdrive the Powerslide game you showed in NMS #16?
2. Can you tell me the exact release date for Super International Cricket?
3. Is there going to be an Another World 2 or a Flashback 2?
4. How long until Urban Strike makes it to the Super NES?
5. Are they going to make any more episodes of Ren & Stimpy?

— Ben Johns, Capolabah, Qld

Anime afficiano Yuki Bond sent me this Ranma 1/2 pic from across the Tasman.

A Skull: 1. No, they are different games.
2. The latest from Beam is that it should out for the northern summer (i.e. around the middle of the year).
3. Another World 2 is in the works but I haven't heard anything definite about a sequel to Flashback.
4. Who knows? Jungle Strike took ages, and its distributor, Sony, doesn't know anything about a Super NES version of Urban Strike.
5. Yes, but they'll be crap because Nickelodeon fired Ren and Stimpy's creator, John Kricfalusi. He is working on other projects such as Jimmy The Idiot Boy which should see the light of day later this year.

Q I'm not writing this letter to suck up or anything remotely like that, I'm here to say that you never ever put my letters in the mag. I know that some of

A warm and tender moment of sharing between Skull and Fat Boy, as illustrated by Leanne Driel of WA.

my questions are a bit RS, but please take note the next time I put some decent questions in to your abyss of un-read letters, I know that's where my other two letters have gone.
— Jarrod Raff,
Armidale, NSW

A Skull: Decent questions! Where? I read your letters, your grovelling apology and explaination as to why you had a Sega shirt was utterly appalling and sickened me. Begone, you snivelling little riff-raff!

Q Dear Skull, who do you think the ultimate babe is out of Chun Li, Cammy, Kitana and Samus?
— Dick Farran,
A.C.T.

A Skull: Hmmm... Cammy does has a nice outfit... What do NMS readers think? Is anyone offended by this sexist suggestion? I'll send a free game to the artist of the sexiest video game babe I see on an envelope addressed to me!

Q Dear Skull you are filth. Skull you are a role model to many a person so do more killing Okay.
— IA-DRO,
Lord Of Darkness

A Skull: I like your thinking!

Q 1. Is Super SFII Turbo gonna come out on the Super NES?
2. Is Dark Stalkers gonna come out on Super NES?
3. Any news on Starwing II?
4. What's happened to Akira?
— Yuki Bond,
Auckland, NZ

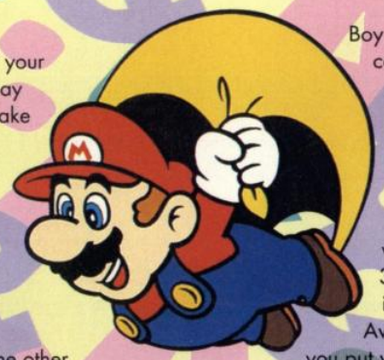
A Skull: 1. I told you last month, Capcom has no plans to release Super SFII Turbo on the Super NES, it is only available on the 3DO.
2. Nor have they said anything about Dark Stalkers coming to the Super NES, although it will be released on the Sony Play Station.
3. Did you read last month's interview with Jez San? It should be with us very soon.
4. Metro Games said they might release it in limited quantities, but couldn't confirm anything.

Q Dear Skull. What happened to Nigel?
— Some loser who needs to know these things so he can sleep at night.

A Skull: I got a lot of letters with 'P.S. What happened to Nigel?' at the bottom. Exactly which piece of Nigel were you referring to?

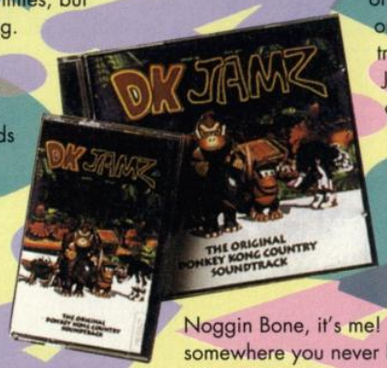
Q Dear Master Skull,
1. When you judge the lastability of a game do you play it till you get bored of it or what?
2. What should I tell a Sega owner to piss them off?
3. Should I write in more often?
— Ben Fogarty,
Tweed Heads, NSW

A Skull: 1. Our judgment of a game's lastability is based not so much on how long it takes to finish the game, although this is taken into consideration, but on how likely you are to want to play the game after the initial appeal has worn off.
2. Do I have to think of your insults for you?! Don't say anything, don't even make eye contact. Just point and laugh from across the street.
3. Yes, you obviously need my guidance. Come, join my DSV legion! Rejoice!



Q Dear Skull, just the other day I went and quite wisely purchased a game by the name of Donkey Kong Country and I am now listening to the music on the Crystal Caverns level. I was just thinking that it would be a good idea if you could buy the soundtrack on CD or cassette and maybe a book full of sheet music. So how about it then ... please?
— Ian Hollis,
Port Macquarie, NSW.

A Skull: Actually, you can get the DKC soundtrack on CD and cassette! Not to be confused with the crap compilation put out under the guise of Go Ape!, which has nothing to do with Donkey Kong other than the pic of him on the sleeve. The original soundtrack is called DK Jamz and is put out by Nintendo Of America. I don't know about sheet music though...



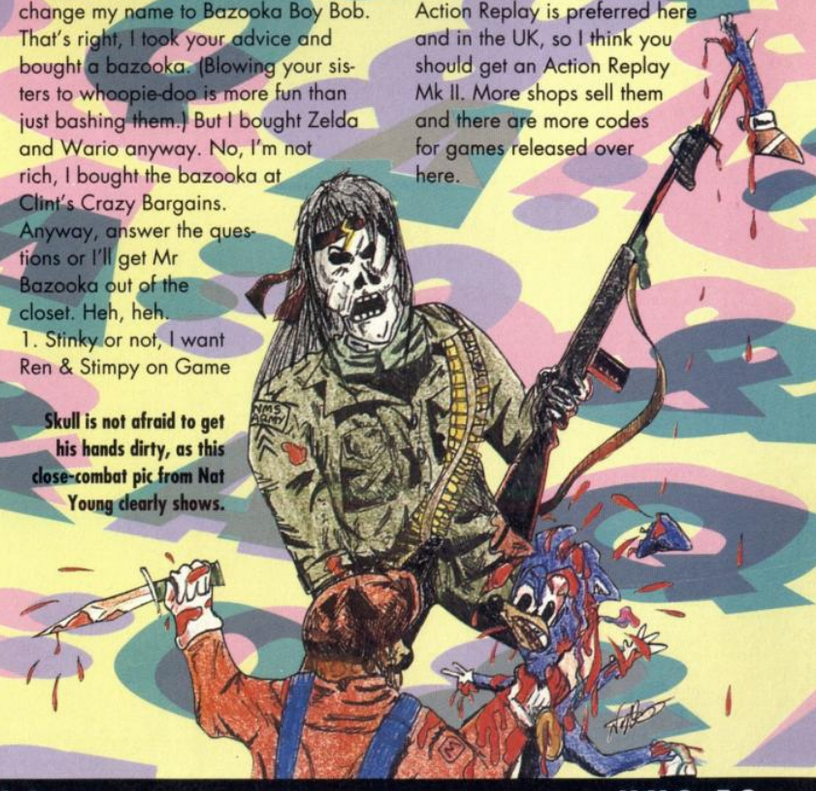
Q Hello Noggin Bone, it's me! The kid from somewhere you never heard of. Drum roll please ... Chubby The Magnificent!!!! But I decided to change my name to Bazooka Boy Bob. That's right, I took your advice and bought a bazooka. (Blowing your sisters to whoopie-doo is more fun than just bashing them.) But I bought Zelda and Wario anyway. No, I'm not rich, I bought the bazooka at Clint's Crazy Bargains. Anyway, answer the questions or I'll get Mr Bazooka out of the closet. Heh, heh.
1. Stinky or not, I want Ren & Stimpy on Game Boy NOW! Can you con 'em into it, or does Big Bazooka get to take another victim?
2. Who, how, what, where, when, why?
3. There's a cheat in Zelda: Link's Awakening where you put your name in as ZELDA and do something and you get full hearts. Can you do it? I can't.
4. How much does a Game Boy Action Replay cost and where can I get it?
— Bazooka Boy Bob,
Somewhere you never heard of.
P.S. I don't like bananas so I sucked on a Live Saver.

A Skull: Er, don't you mean Lifesaver? I'm glad to hear that you enjoy your new toy.
1 & 2. You might be able to get a second hand one that someone brought back from overseas, but Metro Games aint gonna release a crappy old game just for you.
3. I haven't tried.
4. Don't ask me, I am not a sales assistant! Ask a shop which sells games and stuff.

Q Oh wise one, please help me. I'm thinking of buying either a Game Genie or an Action Replay for my Super NES, but I don't know which one to buy! Which one should I go for?
— Carlos Aparicio,
Fairfield, NSW

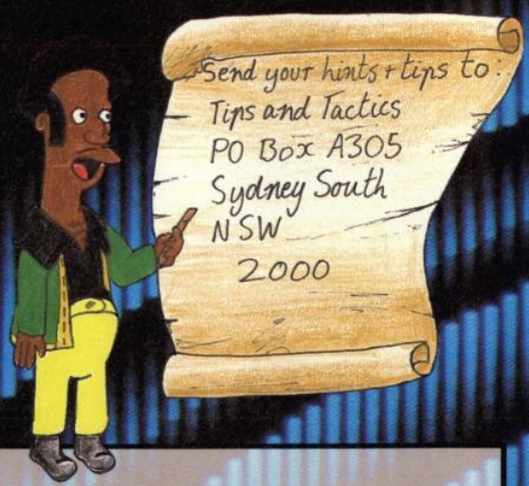
A Skull: The Game Genie is more popular in America while the Action Replay is preferred here and in the UK, so I think you should get an Action Replay Mk II. More shops sell them and there are more codes for games released over here.

Mmmm... Cammy in cammo



Skull is not afraid to get his hands dirty, as this close-combat pic from Nat Young clearly shows.

tips & tactics



GAME BOY

ZELDA IV: LINK'S AWAKENING

BOMB LAUNCHER: Herman Saidi sent us this tip all the way from Mauritius! The tip allows you to send a bomb across the screen attached to an arrow. To do it, assign the bombs to one button and the bow and arrows to the other. Now simply press both buttons simultaneously and your deadly missile will go screaming across the screen.

FORTRESS OF FEAR

CHEAT: At the begining of levels one and three, head left instead of right. A cloud will appear which you can jump onto. This will lead you to a platform. "Thou hast discovered a life and a key!" So says Mr Cane Toad.

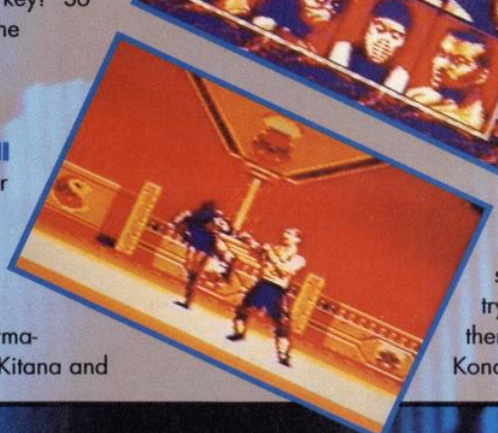
MORTAL KOMBAT II

GLITCH: Mr Cane Toad also sent in this piece of useless information. Select Kitana and start kicking the computer's butt. When you are asked to finish your opponent, get up close and do the "I can spin my fans and make you rise up into the air" thingy. While the hapless opponent is still in the air, do the block, block, block, block, kick fatality. Ooooh! Wow! Look at the funny Kitana! Press all the buttons on your Game Boy to reset the game!

NES

LIFE FORCE SALAMANDER

EXTRA LIVES: Here is a pair of cheats which will give each player 24 lives. They were sent in by William Owyong of Elmore Vale. Player one: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, START** Player two: **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A, SELECT, START** Unfortunately, William didn't say when to put these codes in, so we assume they work on the title screen. Failing that, try pausing the game then do the codes, it is a Konami game after all.



BATTLETOADS

WARPS: The location of the infamous Battletoads warps should be known to most, however if you have only just got the game, or something, here they are courtesy of Matthew Cottam of SA.

Level one: As soon as you land on the ground, headbutt the left Psykopig and then the right one as quickly as you can, then run to the right. If you were quick enough a starburst will appear on the ledge which will warp you to level three.

Level three: Fly into the tenth wall past the area six checkpoint to warp to level five.

Level six: When the first snake in area two starts going to the right, leap to the right and you'll land near a starburst. Enter to warp to level eight.

BOSSES: Matthew also included tips on defeating some of the bosses. What a nice chap, eh?

Level one - The Giant Red Walker: Stay out of its aim to dodge the lasers. Grab the rock that the

walker shot and throw it at the screen. Do this three times and you'll destroy the walker.

Level five - Big Blag: Hit Big Blag into the side of the screen and keep on hitting him. Don't let him jump into the air, if he does you'll have to keep moving or he'll land on you and you'll be flat as a pancake.

Level eight - Robo-Manus: He shoots out a round of bullets, pauses, then repeats this pattern. Duck under the bullets then use a headbutt on Robo-Manus. You can also get close and whack him into the air, but don't get squashed when he lands back on the ledge.

Level nine - General Slaughter: First use a headbutt to get him moving, then jump over him and headbutt him from behind. As you do more damage, the General will move faster and faster. Eventually he'll move almost too fast but keep up your attack and he will soon be destroyed.

Level twelve - The Dark Queen: Use the Battletoad Butt against the Dark Queen, but don't butt her unless her back is turned or she's spinning around. If you charge at her and she sees you she'll give you a hard, fast knee which will knock you out. When she's spinning, aim for her feet, but when she becomes a tornado stay in the corner and avoid her. Eventually she will stop spinning and fall to the ground. When you knock out the Dark Queen and she falls off the bottom of the screen, move to either side. She will return, but only to lament her defeat. Sit back and enjoy the ending.

SUPER NES

VORTEX

LEVEL CODES: Certainly one of the more interesting games to be released of late, and here are the passwords to take you to any of the levels.

Cryston: **YFGJW**
Voltair: **RWXVP**
Thermis: **DHNLC**
Vortex II: **JNBTX**
Trantor: **XLQMB**

SUPER BOMBERMAN 2

LEVEL CODES: From Jeremy Goldring of SA.

Level 1: **4361**
Level 2: **6442**
Level 3: **3903**
Level 4: **9564**
Level 5: **7735**

And here's a code which will start you with six bombs powered up six times and a detonator!: **1111**

CHOPLIFTER III

LEVEL CODES: F.W. Nadin of Grafton offers these to those who need them.

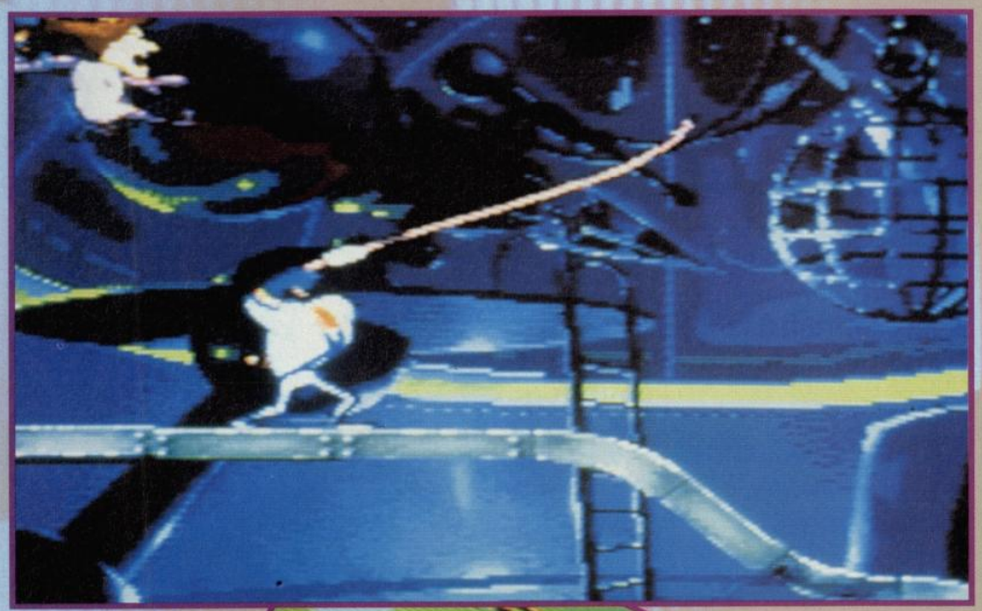
Level 1: **CDGGBVN**
Level 2: **WHTDFFN**
Level 3: **SHNLNTS**

TOTAL CARNAGE

HIDDEN SCREEN: Here's one of those bizarre little cheats programmers love to hide in their games. It doesn't do anything, but you get to hear some secret voices. To find it you must start a new game and when your score is between 1,000 and 2,000 you must die. Enter the code **YAWDIM** for the fifth ranking on the high score screen then press **Right** and you'll find the stunning hidden screen. Press any button to hear the voices.

BATTLETOADS IN BATTLEMANIACS

EXTRA LIVES: Tim Moller tells those in need of lives to go to level two and find the location where the Wasplings are. Hit one and let it rebound off the wall and, as it bounces back, hit it again. Hit the same Waspling six times and an extra life will be awarded. Do this to each of the Wasplings.



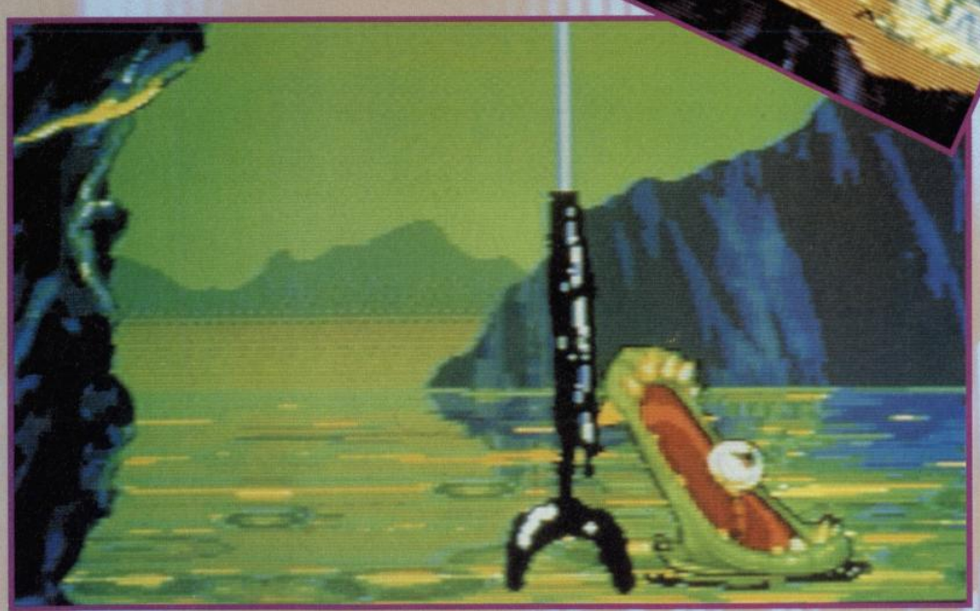
BARKLEY SHUT UP AND JAM
CHEAT: Choose Load Game from the options screen and enter **bbbb bbbb** as the code. This will give you a Phoenix team with all four players being Sir Charles' clones. This tip was sent to us by Peter Stevens of Queensland.

ACTION R·E·P·L·A·Y CODES

EARTHWORM JIM
LEVEL SELECT: At any time during the game press **START** to pause the annelid action and then press **A, B, X, A, A+X, B+X, B+X, A+X**. When you unpause the game something strange happens.

If these codes make no sense to you, it is probably because you don't have an Action Replay. An Action Replay is a device which allows you to 'alter' the characteristics of a game, and you've gotta have one to put these codes in. Unfortunately, Action Replays and other such devices are not sanctioned by Nintendo and may erase saved positions in games with battery back-ups.

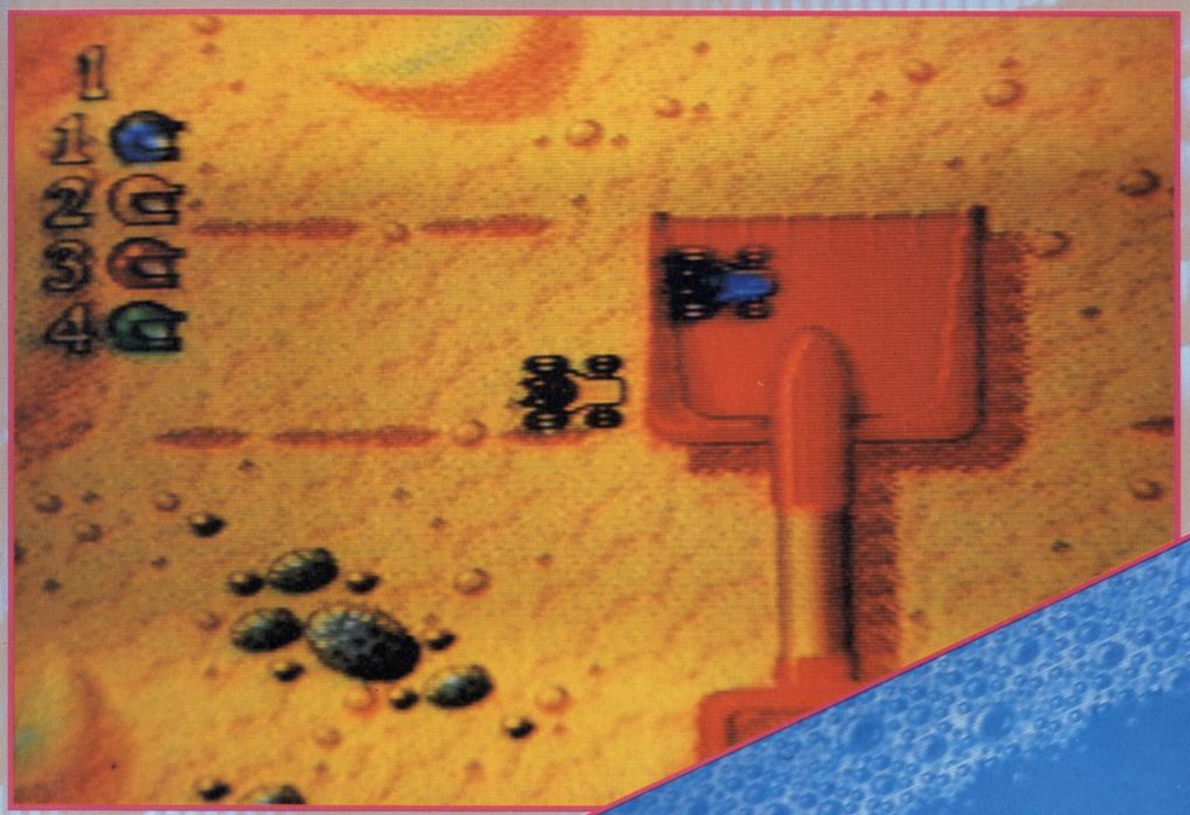
DONKEY KONG COUNTRY
7E05 7705 + 7E05 7505 - Infinite lives. Must use both codes.



MICHAEL JORDAN: CHAOS IN THE WINDY CITY
7E14 1C06 - Infinite health.
7E14 2705 - Infinite lives. These two codes were sent in by Carlos Aparicio of NSW.

REN & STIMPY TIME WARP
7E14 C303 - Infinite energy for Ren.
7E12 1601 - Infinite lives for Ren. Also from Carlos Aparicio.

MORTAL KOMBAT II
8087 0CA1 - Access code.
7E2E F60D - Player one as Shao Kahn.
7E30 A40D - Player two as Shao Kahn.
7E2E F60C - Player one as Kintaro.
7E30 A40C - Player two as Kintaro.



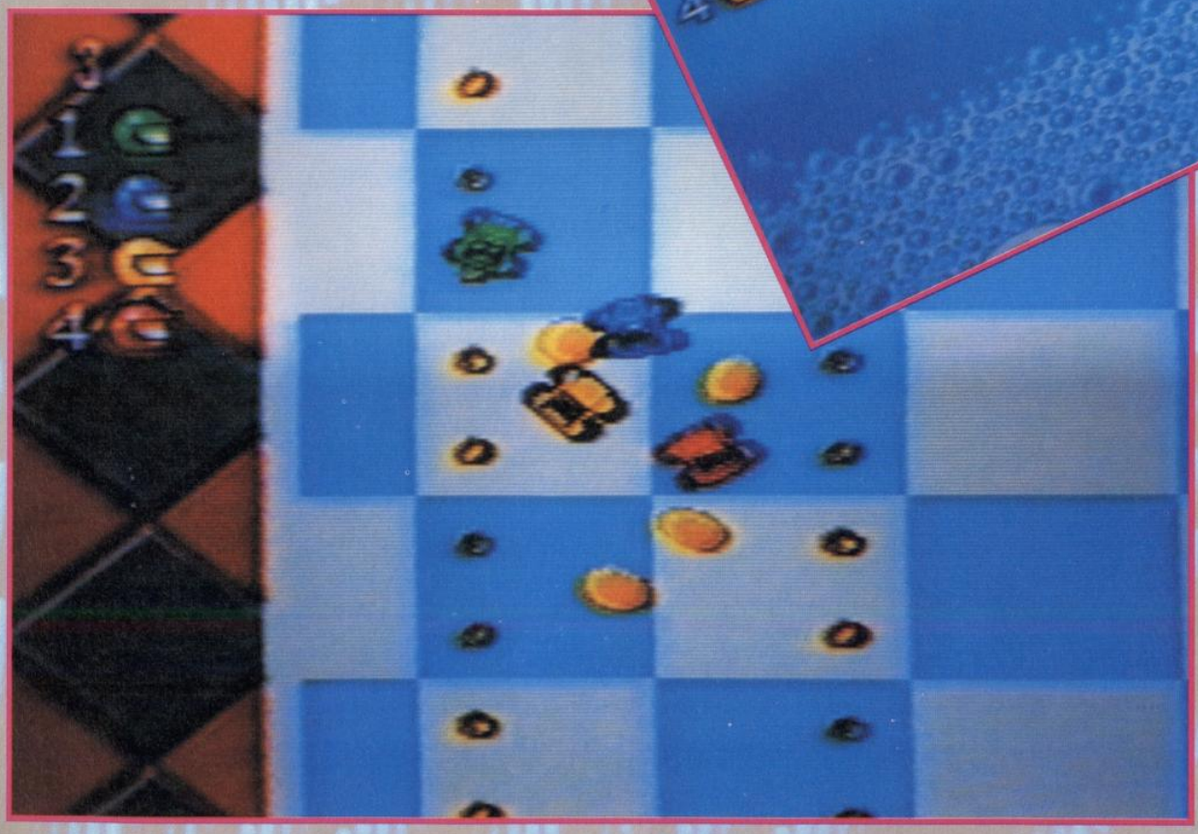
match. All these most excellent codes were sent in by Bradley Lowne of Victoria.

SUPER MARIO ALL-STARS

THE LOST LEVELS

7FFB 000C - This code from Todd Moss of Queensland allows you to find the secret levels World A and World 9 in this classic Mario

7E2E F60E - Player one as Smoke.
7E30 A40E - Player two as Smoke.
7E2E F60F - Player one as Noob Saibot.
7E30 A40F - Player two as Noob Saibot.
7E2F 0201 - Player one has five rounds per



adventure.

Once you save the game, you won't need the Action Replay to find the secret levels again!

SUPER SFII

7E06 36B0 +
7E05 31B0 +
7E05 30B0 - Infinite energy for player one in any mode. These codes, and the one for Micro Machines, were created by Paul Petruzio and Adam Stimpson. Stimpson?! You eediot!

MICRO MACHINES

7E03 2303 - Select one player challange, choose Ace and you'll have infinite lives.

SUPERB ALL-NEW ACTION BOOK INCLUDING BONUS POSTER!

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Secret of Mana

Square Soft has a habit of churning out first class RPG adventures and Secret Of Mana is no exception. There's a good seventy odd hours of gameplay involved in completing this epic tale of good versus evil. (It's always good vs evil, never evil vs good.) We're not going to hold your hand though, and we're not going to give away any of the secrets and surprises, doing so would only spoil your enjoyment of this great game. Instead we are going to give you a few clues to help those of you stuck in boring bits - like trying to build up enough hit points and how to beat some of the bosses. Read on!

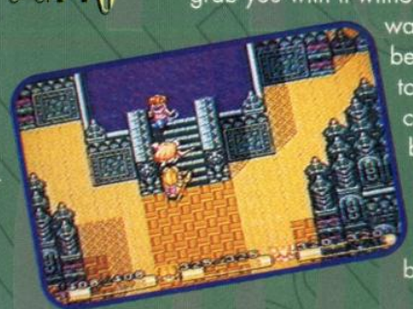
Crush! Kill!! Destroy!!!

Generally, it's best to move through areas slowly, taking time to vanquish all the enemies in your way. This will build up your experience and improve your skills with the various weapons, as long as you remember to change between them from time to time. The preferred weapons for the Hero is, in order of choice, the Pole Arms, the Sword, the Whip then the Axe. The young lady is best with the Bow and the Sprite is good with the Boomerang. Always attack bosses with fully charged weapons, although magic usually works better and should be used first.

Most of the time you should attack enemies when your attack meter is at 100% or above, as anything less won't do much damage. The exception to this rule is when all members of your party are attacking a single wandering enemy with lots of hit points. This is a good time to have one character hack quickly with a weapon like the sword while the other two deliver fully powered-up shots. Fast, low-powered attacks don't do much damage but they will keep enemies from healing themselves or attacking your party. Use the weapon power gauge to determine how high you want your allies' attack level. To get the most out of your characters you should adjust the action grid to deal with each different situation. Adjust each character's weapon power levels to make sure they back you up in battle.

Having trouble with the early bosses?

Spiky Tiger - As long as your characters are at least at level nine you shouldn't have any problems with the first guardian of the game. Use the most powerful weapons available and when Spiky leaps up to the side pedestals change your weapon to the bow, as it's the only weapon that can hit him while he's up there.



Tonpole - Use the long-range weapons on this one, the whip, the bow and the spear are best here, just make sure you keep your distance. Tonpole has an extremely long tongue and can grab you with it without much warning. The best offence is to keep up a continuous barrage so Tonpole doesn't have time to breath, as

he/she can heal him/herself very quickly and kill you in the same motion.

Fire Gigas Repeatedly use Undine's Acid Rain magic, at least twice immediately. This should take its hit points right down, thus allowing your other attacks to get in deeper and cause more damage. To finish him off use the Freeze Spell. Your reward for defeating this cretin is the Gnome Magic.

Wall Monster - Magic is the way to go when dealing with this enchanted wall. Gem Missile and Earth Slide magic seriously damage this relentless monster, although putting one of its eyes out with a fully powered weapon attack is quite satisfying! Whatever you do, do it quickly as the wall will soon start pushing down against the spikes.

Spring Beak - The Gem Missile works wonders when it comes to destroying this stupid boss. Your reward is Sylphid, and access to the rest of the game.

Great Viper - A quick fiend, Snake will do its best to get you cornered. Use Air Blast and Lightning Bolt magic and keep on the move so it doesn't have time to nail you with a barrage of spells. Once Snake gets the advantage, you won't have a chance!

Monster Stats

Here's a list of vital statistics of the major monsters and what you'll get from them once they're dead. It was compiled by NMS readers Jason and Jonathan Shrapnel of Melbourne, Victoria.

Spiky Tiger
Hit points...520
Magic points...21
Experience...210
Gold pieces...288

Tonpole
Hit points...600
Magic points...none
Experience...50
Gold pieces...none

Biting lizard
Hit points...770
Magic points...6
Experience...210
Gold pieces...348

Fire Gigas
Hit points...850
Magic points...66
Experience...326
Gold pieces...360

Kilroy
Hit points...900
Magic points...18
Experience...686
Gold pieces...650

Wall Monster
Hit points...920
Magic points...99
Experience...580
Gold pieces...720

Jabberwocky
Hit points...950
Magic points...90
Experience...800
Gold pieces...768

Spring Beak
Hit points...720
Magic points...99
Experience...1,090
Gold pieces...864

Great Viper
Hit points...1,330
Magic points...8
Experience...1,410
Gold pieces...1,056

Mechrider 1
Hit points...980
Magic points...18
Experience...1,595
Gold pieces...1,055

Boreal Face
Hit points...1,100
Magic points...12
Experience...2,245
Gold pieces...1,040

Frost Gigas
Hit points...1,140
Magic points...99
Experience...3,045
Gold pieces...1,200

Minotaur
Hit points...1,200
Magic points...99
Experience...3,348
Gold pieces...1,440

Doomswall
Hit points...1,180
Magic points...99
Experience...4,750
Gold pieces...648

Vampire
Hit points...2,550
Magic points...99
Experience...5,148
Gold pieces...696

Metal Mantis
Hit points...1,220
Magic points...40
Experience...4,749
Gold pieces...1,464

Mechrider 2
Hit points...1,258
Magic points...30
Experience...6,013
Gold pieces...1,500

Lime Slime
Hit points...2,888
Magic points...99
Experience...8,000
Gold pieces...3,000

Blue Spike
Hit points...1,980
Magic points...99
Experience...9,150
Gold pieces...3,840

Gorgon Bull
Hit points...2,470
Magic points...99
Experience...9,755
Gold pieces...4,800

Aegagropilon
Hit points...3,016
Magic points...99
Experience...11,050
Gold pieces...1800

Hydra
Hit points...3,382
Magic points...99
Experience...12,439
Gold pieces...3,600

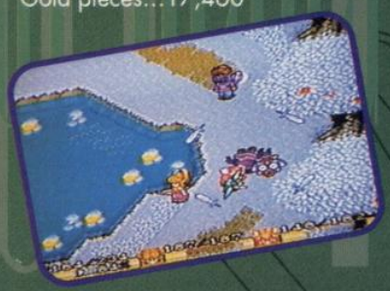
Ketttle Kin
Hit points...1,230
Magic points...33
Experience...15,555
Gold pieces...3,360

Snap Dragon
Hit points...1,215
Magic points...6
Experience...19,200
Gold pieces...12,480

Hexas
Hit points...3,465
Magic points...69
Experience...20,103
Gold pieces...14,400

Mechrider 3
Hit points...4,327
Magic points...38
Experience...21,104
Gold pieces...16,000

Dragon Worm
Hit points...3,525
Magic points...99
Experience...24,290
Gold pieces...17,460



Snow Dragon
Hit points...2,800
Magic points...99
Experience...26,588
Gold pieces...18,360

Axe Beak
Hit points...2,800
Magic points...99
Experience...27,784
Gold pieces...20,400

Red Dragon
Hit points...3,000
Magic points...99
Experience...29,000
Gold pieces...21,800

Thunder Gigas
Hit points...4,462
Magic points...44
Experience...30,277
Gold pieces...30,600

Blue Dragon
Hit points...3,200
Magic points...99
Experience...31,570
Gold pieces...28,560

Buffy
Hit points...4,200
Magic points...99
Experience...35,686
Gold pieces...22,200

Dread Slime
Hit points...5,000
Magic points...99
Experience...37,000
Gold pieces...26,400

Surely you should all have finished Donkey Kong Country by now? I mean, it's not that hard, just a little tricky in places. What's that? You're having trouble with the tricky bits? And you haven't got 101%? And you want a sound test, too?!?! Then read on, for these tips are for you!

DONKEY KONG COUNTRY

Tips part 3

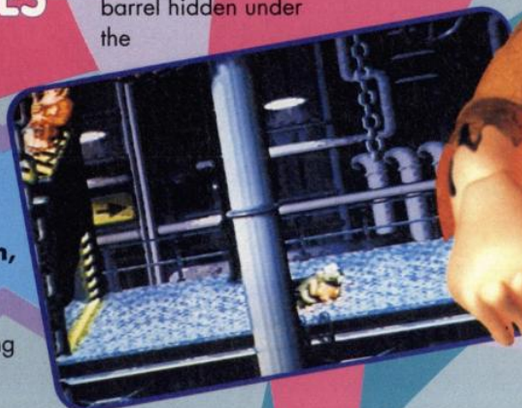
SOUND TEST

The graphics are the main attraction of Donkey Kong Country but the music plays an important part as well. Luckily, Rare has seen fit to include a hidden sound test and this is how to find it.

Go to the Game Select screen and highlight the Erase Game option. Now press **Down, A, R, B, Y, Down, A, Y**. To hear a different music score press **Select**.

BONUS STAGES

The bonus stages for Rambi, Winky, Enguarde and Expresso are pretty cool, but it's a hassle getting to them in a hurry. Not any more! After turning on your Super NES press **Down, Y, Down, Down, Y** before the Game Select screen appears and you'll have the option of going to whichever one you want!

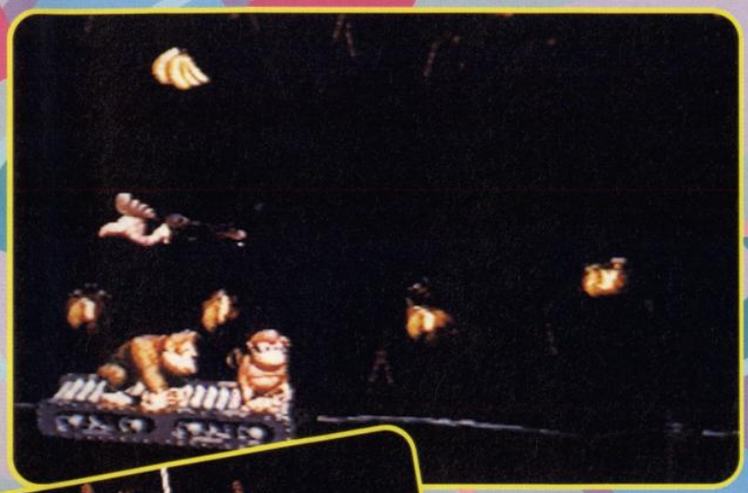


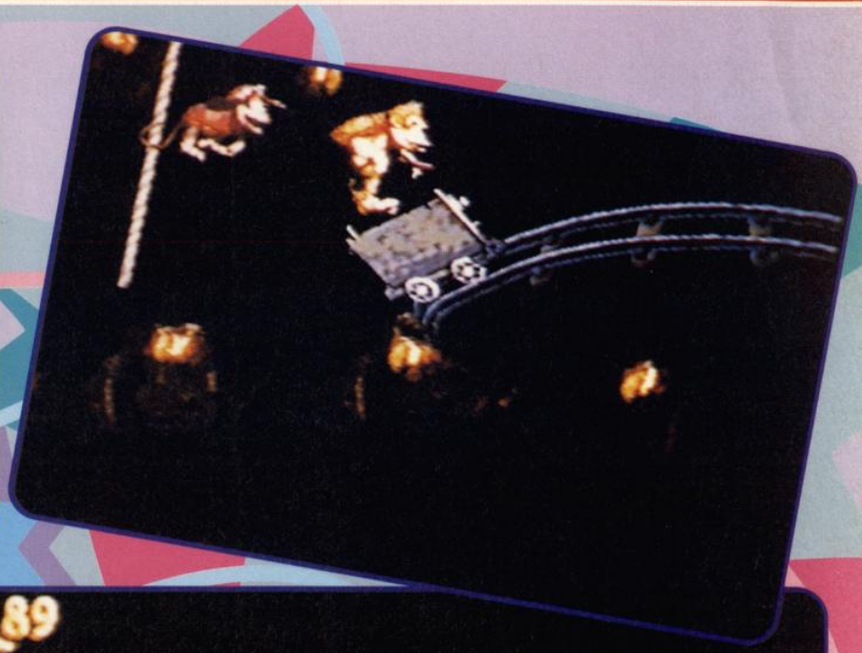
KREMROC INDUSTRIES INC.

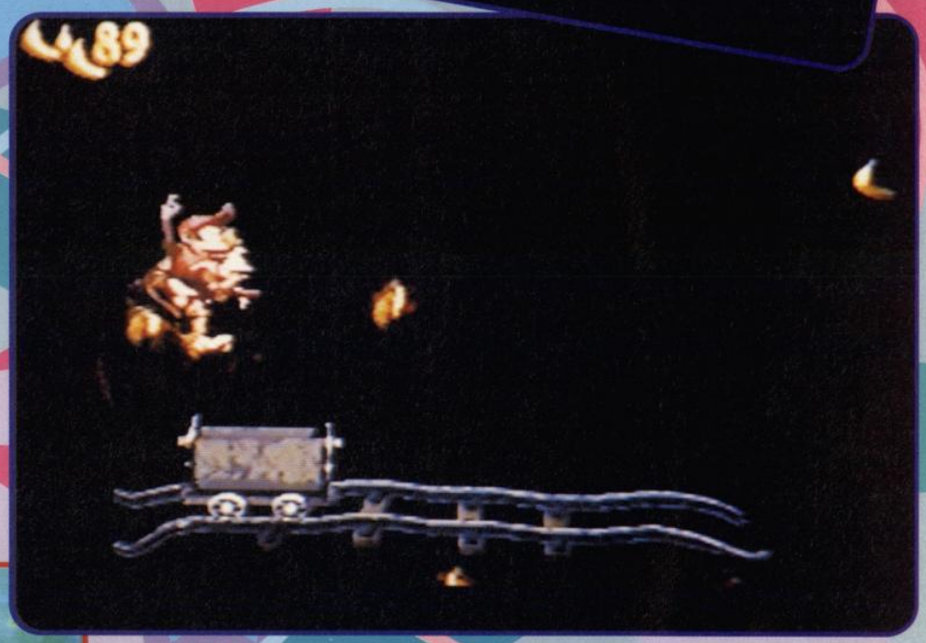
Oil Drum Alley

Let's get industrial! Put on your Einstürzende Neubauten record and start smashing machinery! The first bonus stage in this level can be found by jumping up onto the hanging rope at the start. It will take you back above the entrance where you'll have enough height to jump down and find the TNT barrel hidden under the black square. Use the TNT barrel to destroy the first oil barrel and drop down the gap created.

You shouldn't have any trouble finding the next bonus stage, but when you get into it be prepared. You are offered a choice of a 1-up balloon, a banana and a Winkey icon, but don't be greedy, go for the banana. Get three and a TNT barrel will drop down, smash it against the wall on the right and you'll gain access to another bonus area. However, this trick can only be done







once in the entire game - stuff it up and you won't have a second chance! It's the only way to get 101%.

Poison Pond

Sewer safari here we come! The worst thing about this stage is that it's often hard to see the piranhas and squidges in the murkiness. To help you, Enguarde is waiting to the left of the starting point and he'll make your swim a lot easier. If he gets away, there's another one waiting about half way through the stage, directly to the far right of the continue barrel.

Mine Cart Madness

Oh no! Another treacherous mine cart death ride, and this time it's even more nerve-wracking than the first! The main thing to be careful about is that when you jump the cart stays on the rails so you have to make sure you land back in it. A little way along from the start is a rope which takes you along a set of rails right at the top of the screen. When you're going along here you'll see a gap in the bananas, at this point jump up and you'll be taken to a bonus stage.

Another bonus stage can be found at the end of the level, when the mine cart takes its final plunge stay aboard and jump out at the last second and bounce on the series of tyres to the left until you get to the barrel cannon.

Boss Dumb Drum

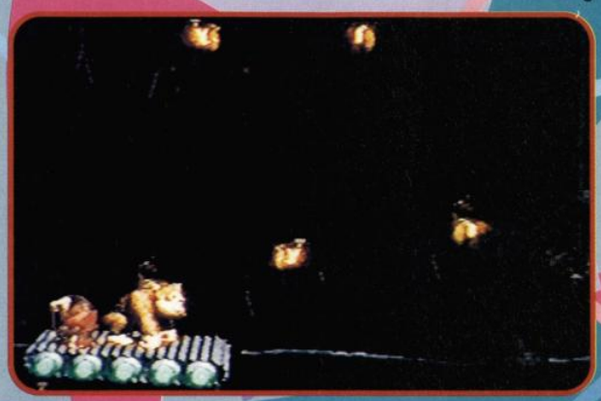
The boss is too easy - unless you get stuck with Diddy when the Klumps come out!

Tips part 3

CHIMP CAVERNS

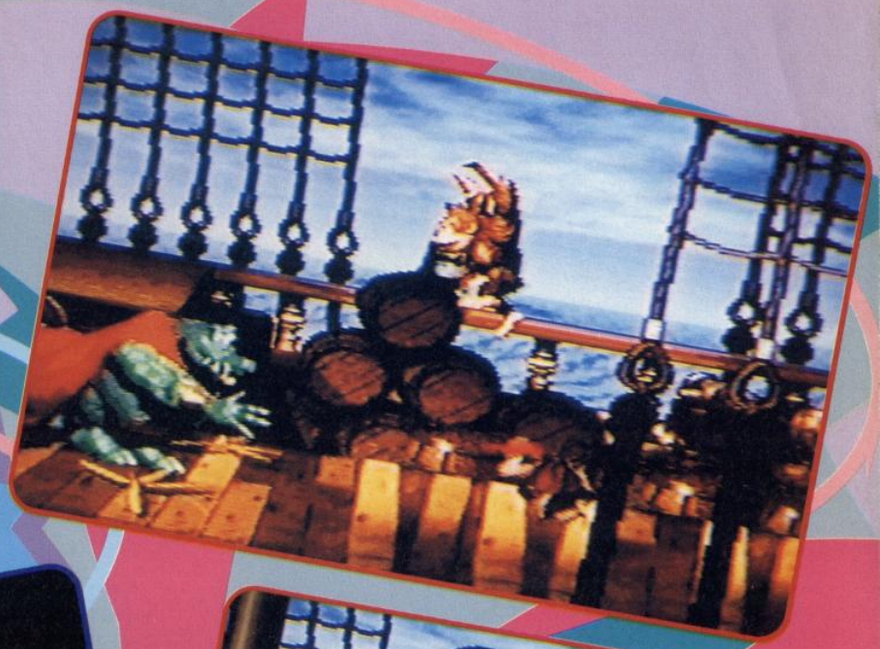
Tanked Up Trouble

This stage is pretty easy, if unforgiving if you make any mistakes. Obviously, make sure you keep the fuel level topped up, and watch out for the falling platforms.



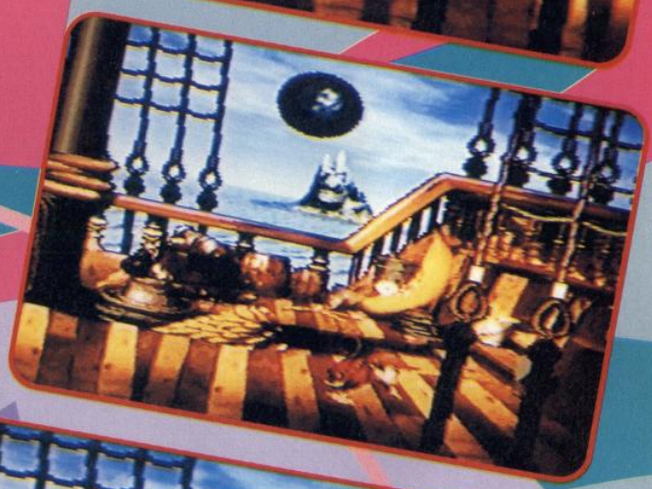
Misty Mine

This is a fairly long stage, but there are only two bonus stages within it. Don't stand around near the skull and crossbones barrels for too long or else you'll be swamped with baddies. The Rambi token is hidden beneath one of the baddie-spewing barrels and to get to it use a TNT barrel.



Loopy Lights

Apart from the on/off lights, the only real danger here comes from the pesky Klap Traps which jump when you do, making squashing them a risky business. But you've got this far so you shouldn't have too much trouble.



Gang-Plank Galleon

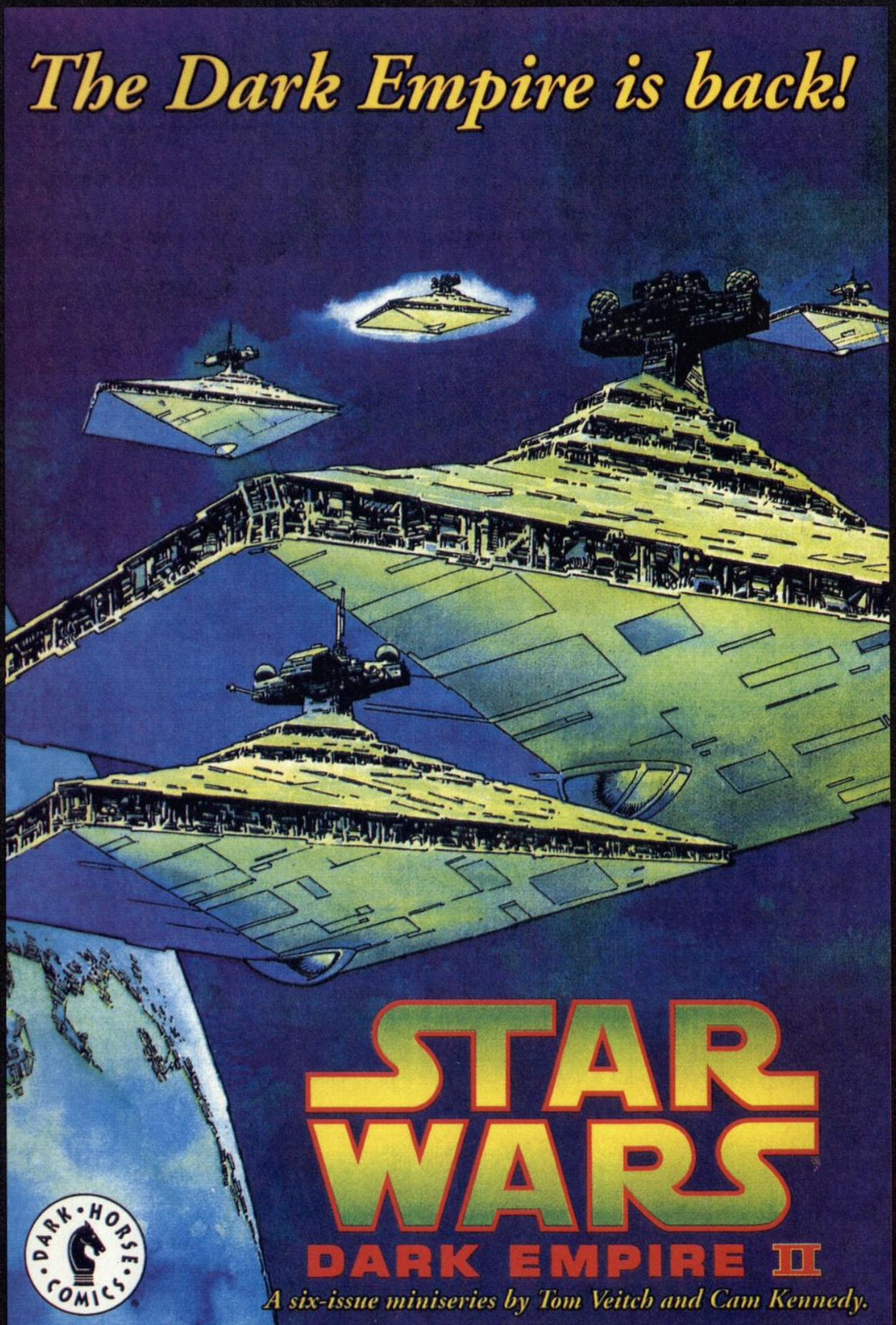
Does King K. Rool remind you of another tyrannical lizard with an overinflated opinion of himself? Perhaps he's related to Bowser...

To defeat him you'll have to keep him in sight. When he runs to one side of the screen follow him so you can see when he's about to throw his crown or charge. Dodging the falling cannon balls isn't too hard and if you stay alert you shouldn't have any problems disposing of him.

But wait! Don't let your joypad get too far away when the credits start to roll, for King K. comes back! Obviously he enjoys having his overweight butt kicked as he literally jumps back for more.

Platform Perils

At last, the last stage! It's long and tough, with plenty of terrors and troubles to keep you occupied. Make sure you jump off the moving platforms before they push you off and always use barrels to dispose of the Krushas. There's only two bonus stages in this level so don't waste too much time looking for them.



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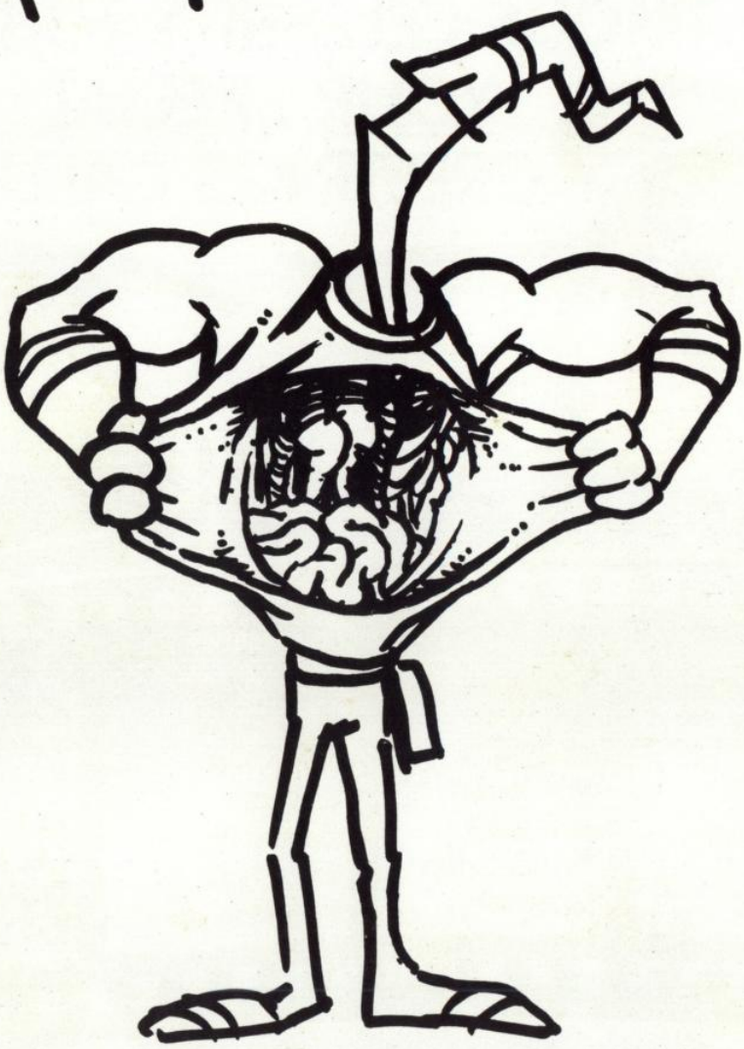

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